No.1 FOR PLAYSTATION 2®

PSM2

NEW GAMES!

TOMB RAIDER

YOU KENOBI SERIOUS! We can. Just see our new shots!

INDIANA JONES

SOLO POWERED! First look at Indy's PS2 debut!

SPIDER-MAN

IT'S WICKET! Or is it? Get the independent verdict!

TIMESPLITTERS 2

HOTH TO TROT! We expose the massive on-line sequel!

JUST IN!

PS2 ON-LINE!

When. How much. All the games revealed!

LOOK!

- Devil May Cry 2
- Metal Gear Solid 2 Substance
- Red Faction 2
- Silent Hill 3

ALL NEW!
ALL INSIDE!

EXCLUSIVE!

STAR WARS™ BOUNTY HUNTER™

YOU'VE BEEN JANGO'ED!
First look: All the shots, all the facts, all the firepower!

PRO TIPS!

HOW TO:

- Survive Medal of Honor
- Kill Evrae in FF10
- Unlock Spider-Man's secrets

36 PAGES OF BRITAIN'S BEST REVIEWS

RATED: V-Rally 3, **Commandos 2,** Britney's Dance Beat, **David Beckham Soccer,** F1 2002, **Winning Eleven 6,** Prisoner of War

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Righteous are those who defend the light. For there is much work to be done. Good work. Virtuous work. Advance with pureness of heart and fear not the bloodsuckers. For the might of the G-con2 gun is with you. Take them apart. Blow them to bits. Tis the only language they understand. Dance the merry jig of death as they become toast before your very eyes. They're going down, oh yes. They're gonna burn. Come to papa. Come on who wants some? Who wants it then?

namco G-con 2

uk.playstation.com

PlayStation.2
THE THIRD PLACE

WELCOME TO PSM2

IT'S A DIRTY JOB, BUT SOMEONE'S GOT TO DO IT. IN PSM2'S CASE THOUGH, IT TAKES SOMETHREE...

There's a feeling of déjà vu around the place. Last month it was Joel's turn to be flown to Los Angeles, play cutting-edge games for a day, then enjoy laid-back Californian hospitality for a *week* all in the name of, y'know, *work*. Yes, he *gets paid* to do this. Not that we're bitter. Or. Anything. And now it's happening again. Only this time, it's Dan D's turn. And Dan G's. And Adrian's. Jesus.

All three are mincing around the sense-pummelling E3 games expo in LA as you read this, cameras, notepads and VIP Access All Areas laminates in hand. Their first revealing report, piped in via a telephonic-link direct-feed and gushed over the waiting pages at the printers, features *Grand Theft Auto: Vice City*, *The Lord of the Rings, MGS2 Substance* and *Resident Evil Online*. It all kicks off on page 8.

This is just the beginning, though – over the coming months you'll find our DVD rammed with exclusive behind-the-scenes E3 footage that only PSM2 readers can get access to. Interested in watching (not just reading) interviews with the *Silent Hill 3* team, Hideo Kojima, the guys behind *TimeSplitters 2* and – *hold the plane!* – Mr T, among others? Then don't miss the next few issues. For those of us who didn't get seven all-expenses-paid days playing the hottest new PS2 games in the City of Angels, it'll be essential viewing.

In the meantime, why not lose yourself for a few hours in the company of Boba's dad?

THE PSM2 TEAM

PSM2 COVER GAME! PG24

STAR WARS: BOUNTY HUNTER

We've waited. Oh, how we've waited for this – and it's finally here. Now find out if this latest Star Wars offering's fighting Fett or bounty munter...

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHT WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD24

The PSM2 DVD just keeps on giving. Watch it once. Watch it again with our commentary. And a third time to unlock the secret stuff... it's the biggest disc there is and you deserve nothing less.

TUROK EVOLUTION

There are so many leading games to select from this month, but we'd like to direct your attention to our epic gameplay footage taken from Acclaim's brutal shooter. Only PSM2 can deliver not one, but *two* meaty slices of hi-energy, twin-carbine action. You want guns, jungle and steaming great three-storey lizard death? You only get it here – and you'll be pleased to learn that there's even more on its way next month...

QUICK START: Head to Coming Soon>Hands-On Previews for an instant *Turok* fix. Then, to experience the full force of dino-slaughter, select Accelerator from the Main Menu bar at the bottom of the screen.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

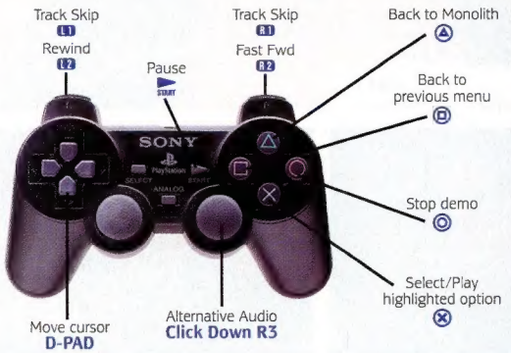
1. THE MONOLITH

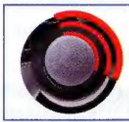
After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release over three hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...





While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

TUROK EVOLUTION:
Wwer werwer>Wwer werwerw wer.

TWIN CALIBER:
Coming Soon>Hands-on Previews

UFC THROWDOWN:
Coming Soon>Hands-on Previews

FF10 INTERVIEW:
Coming Soon>Hands-on Previews

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, then see our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

BOUNTY HUNTER:
Accelerator

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and prove your worth at our selected games to earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

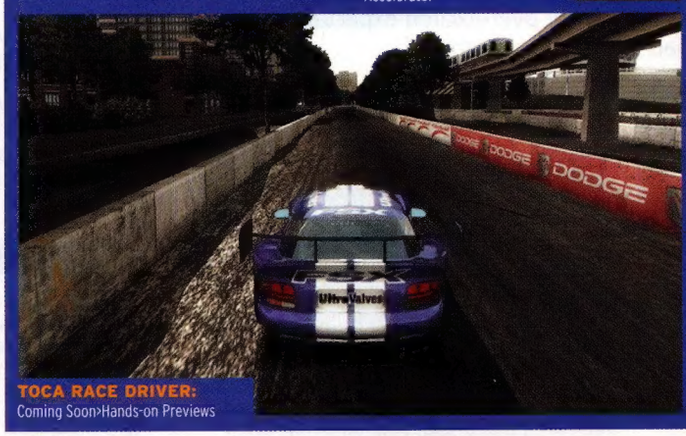
Access All Areas
A massive volume of life-saving tips, codes and cheats – all available at the click of a button.

Press ← to use the Sub Navigator and make a selection.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here.

FIFA WORLD CUP:
Coming Soon>Spy Cam



TOCA RACE DRIVER:
Coming Soon>Hands-on Previews

LAST MONTH...

To locate DVD 23's secret footage, go to Reviews, highlight *Mad Maestro* then press left, then down until you're on the bottom menu bar. Scroll right to Extras and press Up.

PLAYSTATION 2 MAGAZINE
PSM2

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コンテンツ

コンテンツ

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Snake on Big Shell? We bring you the truth hot from E3.

SPIDER-MAN: THE MOVIE ..... **PAGE 46**
Stick with us as we unravel Tyrarch's latest movie tie-in.

COMMANDOS 2: MEN OF COURAGE ... **PAGE 66**
War hero or draft dodger? PSM2 interrogates.

STAR WARS: BOUNTY HUNTER

"High impact armour. Short range blasters. Missile-equipped jet pack..." Oh, yes, yes, YESSSS! We've seen all the kit in action thanks to repeated viewings of Episode 2. Now, PSM2 bags the coolest character in the Star Wars universe and shows you exactly why he's living up to all our over-excited expectations. Trust us, this one's going to be bigger than a Sarlacc's gobstopper.

RATCHET AND CLANK ..... **PAGE 13**
Better than *Jak and Daxter*? We try on Sony's latest jumper.

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Hex in the city as demon stalker Dante goes trans-metropolitan.

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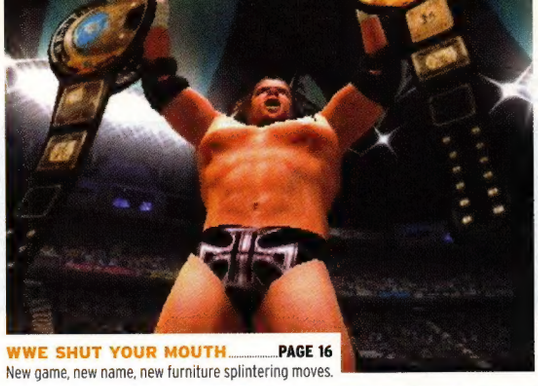

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"HOW DO WE RELAX? EASY, HEAVY DRINKING. NO, ACTUALLY, PLAYING GAMES" - PSM2'S LOUNGE, PG91

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, go here now and check out what you've got to watch when you get home...

8 E3 SPECIAL
We've dedicated 11 game-swollen pages to the most influential event in the gaming calender. See all the hits, the misses, the highs and lows right here.

20 LETTERS
Find out what real PS2 gamers are talking about.

24 STAR WARS: BOUNTY HUNTER
Hi-tech killer cool brought burning to life as LucasArts finally give us a chance to drag all those Boba/Jango dreams into reality. Now we are all hunters...

ISSUE #24 "GAME, FETT AND MATCH"
The man, who's simply become known as 'The Man' in these parts, gets his own game and PSM2 celebrate by creating an effigy of Big George out of suet and burning a Cuddle Me Wicket in its honour.

MEDAL OF HONOR: FRONTLINE ..... **PAGE 102**
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BONUS STUFF

Features that take you deeper into the inky world of PlayStation 2. Get ready to find out where the future of gaming's headed...

E3 BLOW OUT
PS2 gets networked, we see *Snake* do a handplant, *GTA Vice City* confirmed, *Silent Hill 3* leaves us shaken, *DMC2* stirred...
Go, go, go! 8

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Slink into a Parker Knoll, plump the cushions and get yourselves comfy as we invite you to sip from the info fountain in PSM2's very own game lounge. Don't forget to wipe your feet now. 91

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E3

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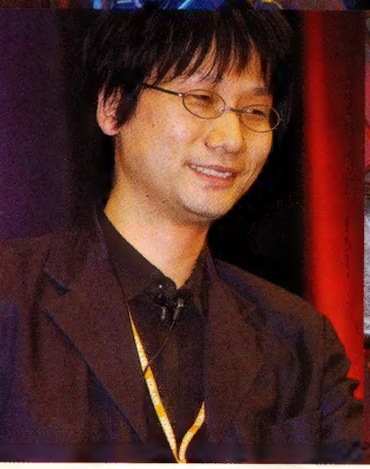
THE GREATEST GAMES SHOW ON EARTH

OVER 87,000 SQUARE FEET OF WHITE NOISE JAMMED TO THE RAFTERS WITH SENSATIONAL NEW GAMES

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02



ONE YEAR FROM NOW I WON'T BE WORKING IN THE VIDEOGAMES BUSINESS

Phil Harrison ■

WELCOME TO THE GREATEST GAMES SHOW ON EARTH, FAT-FREE AND BURSTING WITH RED-HOT OPINION...

Joy. Pure artery-popping, eye-scrubbing joy. There's no other way to describe E3 – the universe's largest, most pulse-racing games event. Over 87,000 square feet of white noise jammed to the rafters with sensational new games and whooping cholesterol-gurgling yanks. Naturally, PSM2 was there to bring you what matters – no, not free stickers and busty booth babes (though we nabbed them too) – but games. Bleedin' hundreds of juicy new games. Good 'uns, bad 'uns, shockers and floppers – we played the lot, weedled the screenshots and blagged the sharpest inside knowledge. If it happened at E3, it's happening over the next ten pages – dissected, expanded and stuffed to the gills with hard-hitting opinion. Where else could you see Marilyn Manson tearing out Mr T's beating heart, Jurassic 5 pumping the Midway stand, Amazonian booth babes in pot-pan bikinis, Hideo Kojima sharing a cheeky beer with Playstation inventor Ken Kuturagi, eight-player on-line *SOCOM*, *Resident Evil On-Line* and Solid Snake on a flippin' skateboard? Other mags went to LA to enjoy the sun, collect press kits and dilly around, but only PSM2 went the extra mile (in fact, rather a lot of them) – scouring every nook and cranny of each and every last show stand, to bring you the best of E3. Rest assured, the show's best games will be appearing exclusively in PSM2 over the next few months. We might've travelled the World – jet-lagged, sunburnt and food-deprived – to scoop the killer details, but E3's only winner is you – the discerning PS2 gamer. As the market expands, the games can only get better. Sure, for every *MGS2 Substance* there's a *Pryzm Chapter One: The Dark Unicorn* but we'll be there to guide you. Join us, and take an exclusive peek into the future of PS2...

WHERE ELSE COULD YOU SEE MARILYN MANSON TEARING OUT MR T'S BEATING HEART?

STAND AND DELIVER: Sony dominated the show floor, with key titles such as *Ratchet and Clank*.

E3

PAGE 23

GTA: VICE CITY

IT'S SET IN THE '80S, THE 'VICE' CLEARLY A HOMAGE TO THE HEYDAY OF MIAMI VICE

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

E3 WINNERS & LOSERS

E3's the most important games show of the year. Victory is everything. So who walked away with the gold?

E3 WINNERS

YOU
Almost all of last year's best games – including *THPS3*, *SSX Tricky*, *Pro Evo* and *Devil May Cry* – will be going platinum before Christmas. With the announcement of *Metal Gear Substance*, it seems fairly likely that *MGS2'll* go the same way...

SONY
With *Vice City*, *Tomb Raider* and *Devil May Cry 2* confirmed as PS2 exclusives plus a swathe of quality FPS titles on the way, it's difficult to see how, say, an elephantine black and green box can compete. We almost feel guilty.

TRUE CRIME
Activision's potential *Getaway* beater. *Max-Payne* slo-mo kung fu chop socky and gun-toting LA driving sections. Low hype, maximum impact.

TIMESPLITTERS 2
The best *playable* game at E3. Life-threatening multi-player thrills and tantalising on-line potential.

KONAMI
MGS2 Substance, *Silent Hill 3* and *Z.O.E. 2*. 'Nuff said.

E3 LOSERS

CROUCHING TIGER, HIDDEN DRAGON
Relatively early days yet, but massively overshadowed by *Shinobi* and *DMC2* – that and the fact that the film's more than a year old. Disappointing.

THE GETAWAY
Overhyped and fussy to play. Do we smell a suddenly panicked release following years of expensive development? We confidently expect an ad campaign that's miles better than the game.

E.A.
Shamefully, the eagerly-awaited *Aliens: Colonial Marines* barely made an appearance, and Big's freeriding game didn't turn up at all. A missed opportunity there, then.

RARE
No sign of *Perfect Dark* – could've stolen the show.

LAZY PUBLISHERS
More games with stealth sections and adult content? How original.

BIG E3 NEWS!

HIRAI ALONG: One year on, Kaz Hirai's still holding the Ethernet Adapter aloft – isn't he tired yet?

HARD FACTS: Sony Europe's *Hardware* is confirmed for the UK on-line launch – maybe in October.

PHIL THE OTHER ONE: Sony's development head Phil Harrison made some bold on-line claims.

PS2 ON-LINE: THE TRUTH

Sony detail their expansive on-line vision, but won't be drawn on a UK launch date or price. The rotters.

SONY have expanded their European on-line plans, promising 'always on' Broadband access, music and video downloads, plus key titles such as *TimeSplitters 2*, *Star Wars Galaxies*, *Hardware* and *THPS4*. Speaking at the SCEE preview day, development guru Phil Harrison boldly declared, "One year from now, I won't be working in the videogames business, I'll be in the *networked* computer entertainment business... The landscape of videogames will change forever."

Sony are planning to integrate mass-market content – such as music, video and Net messaging – into their core on-line gaming plans. The UK on-line package will be a hybrid of Sony America's Dualband (56k narrowband/Broadband) system and Japan's Broadband-only model. Details weren't confirmed, but we can expect a plug-and-play 'always on' (ie, no dial up) network connection, consistent across all European nations. Reading between the lines, you'll need Sony's ethernet adapter, a security coded DNA-S start-up disc (provided with the modem) and an ISP connection to get on-line – with the 40Gb Hard Drive (HDD) a valuable extra.

The startup disk will overwrite the PS2 browser menu with the 'PS2 Broadband Magazine'. From here, gamers can access network gaming, demo downloads, a jukebox, video on demand, on-line browsing and instant messaging. Security will be via Sony's DNA-S encryption system. Memory cards may be used as keys to prevent game piracy.

Trials are well underway, with a full UK-network rollout due in October or November 2002.

Chris Deering hinted that subscriptions may be available for as little as £15 a month. Getting on-line should be no more difficult than renting SKY digital. Sony stressed the importance of profitability – possibly to encourage third party developers – so on-line games like *Hardware* may carry monthly subscription charges. Interestingly, Team Camdem's arena-based shooter will come bundled with an Ethernet adapter/startup disk.

"THE LANDSCAPE OF VIDEOGAMES WILL CHANGE FOREVER"

KEY ON-LINE GAMES

TIMESPLITTERS 2
The perfect on-line game. We'd certainly pay £15 a month for this slice of genius. We'll reveal exclusive details next month. Due late 2002.

HARDWARE
The spearhead UK title – a ripping arena-based driving game like *Twisted Metal Black*. Great fun, but tellingly requires Broadband access. A sign of things to come? We've been assured 16-player mayhem, plus monthly weapon upgrades and arena updates. Pay-per-play and subscription charges are currently being discussed. Due October-ish.

SOCOM
The Yanks are getting this squad-based shooter for $59.99 bundled with a USB headset. You can talk to your team mates live, barking commands to your inferiors and jeering at your foes. The four-player E3 demo pods were always chocka with excitable wannabe soldiers. Once again, Broadband only.

TRIBES AERIAL ASSAULT
This was rough looking in places, but Sierra's flag-capturing arena-battler offers frantic gameplay and fabulous weaponry. May not have such an impact in the UK.

EVERQUEST ON-LINE ADVENTURES
It looks *rubbish*, but you don't become the World's most played on-line PC game without reason – and the PS2 version looks even better. Due some time in 2003.

MORE ON-LINE GAMES:
THPS4, *Frequency 2*, *F1 2002*, *John Madden On-line*, *Sega sports series* (2002); *Final Fantasy 11*, *Resident Evil Online* (2003), *Star Wars Galaxies*, *GT4* (2003/2004).

WE ARE DOING RESEARCH FOR A METAL GEAR ON-LINE

Hideo Kojima

SNAKE OR DIE: Unbelievably, Snake will be skating on Big Shell with a repertoire of killer tricks.

ESCORT IN THE ACT: You'll be able to replay Raiden's section using the ever-popular Solid Snake.

>E3 INVESTIGATION フルフネ

METAL GEAR SOLID 2: SUBSTANCE

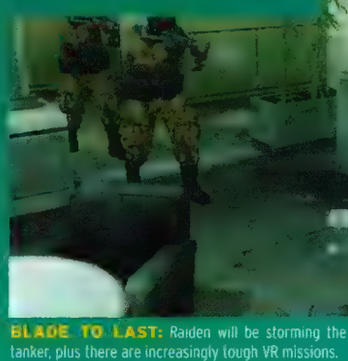
MGS2 sheds its skin and reveals a game with a lot more bite.

LET'S FACE it, for all the naysayers, *MGS2* was great. *Really* great. Still, given floods of criticism over the amount of cut-scenes, the incomprehensible plot and, um, Raiden's haircut, the ever-helpful Hideo Kojima's set to offer gamers something a bit more – well – *substantial*.

Strictly speaking, *Substance* isn't a new game – it's *MGS2* with extras, different viewpoints and VR missions. Snake ditches his bandanna and dons a tux, Raiden gets a go in the ninja suit, Meryl appears on the tanker, and [illegible]

As for the 200 VR missions, they're almost cel-shaded, filling in *Rez*-style as you progress. You'll get plenty of practice with grenades, sniping and stealth – but there's now some duelling with the high-intensity blade. There's also a fair bit of Kojima-san humour – think Godzilla-sized guards stalking Snake through virtual skyscrapers. Then there're the Alternative missions – 100 in total – taking place on Big Shell itself, involving things like wiping out guards. Finally – and we're still waiting for Konami to shout "April fool" on this one – there's the chance to trick across Big Shell, effectively providing a free demo of Konami's *Evolution Skateboarding*. And if *that* wasn't enough, we're rumoured to be getting a version of the US Making Of... DVD bundled with the Weskers Report-stylee extras – compensation for it not coming out until early next year.

ANTICIPATION: ★★★★★



BLADE TO LAST: Raiden will be storming the tanker, plus there are increasingly tough VR missions.

KOJIMA Q&A

He's producing *MGS Substance*, *Z.O.E. 2* and other Konami projects that we're not allowed to talk about. He's almost up to the full eight hours sleep a night these days. It can only be one man... We speak to Kojima.

"Snake Tales... are for people who want more Snake. Because everyone loves Solid Snake. These are story based. We have short ones, medium ones, long ones, and they each have little stories."

"In the future you will probably see orthodox games like *Metal Gear 3*, *4*, *5*. They will be coming. But as for a non-orthodox *Metal Gear* game, we are doing research for a *Metal Gear On-line*. It's not in production right now. We're just doing research."

"There are three directions that *Metal Gear* could take. You've got the *Sons of Liberty*-style game, where it's story based. You have got the VR Missions, that are non-story based. Like mission-clearing levels, things like that, and then you've got an on-line *Metal Gear* game. These are the three directions we can pursue with *Metal Gear Solid*."

DEVIL MAY CRY 2
"DANTE DIVES OFF A SKYSCRAPER, SLOWING HIS DESCENT AT THE LAST MOMENT"

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

THE TRUTH ABOUT

GTA: VICE CITY

Yachts, choppers and sockless coppers – GTA's jetting off for a touch of glamour.

Until now it was still just a rumour - but after that brilliant first glimpse of a Rockstar lovely sporting a t-shirt with the neon Vice City logo on, we knew we were right all along. *GTA*'s back in Hawaiian-shirted style, with brand new wheels, a new palm-lined setting and the same old disregard for polite society.

WE CAN CONFIRM THAT THIS IS A BRAND NEW GAME, AND NOT THE RUMOURED ADD-ON PACK

At the moment, specifics are sketchy – Rockstar can afford to remain tight-lipped, after all – but we can confirm that this is a brand new game, and not just the rumoured add-on pack. It's been in development since *GTA3* was finished back in November 2001 – so it *isn't* just a seedy cash-in – the new game's set in an imaginary city based on Miami, in much the same way that Liberty City was 'based' on New York. It's also set in the '80s, the 'Vice' tag clearly a homage to the heyday of Miami Vice and pastel-shirted rozzers Crockett And Tubbs. Expect stylised violence and plenty of shooting up Latin American drug lords.

Rockstar President Sam Houser has revealed that "the vibe is glamour, power and corruption" – the lead hoodlum this time round sporting spangled driving-gloves. Details are minimal, but we're promised all-new characters, weapons and vehicles. There'll also be a soundtrack designed to slot into the current '80s revival - hopefully more Clash than Phil Collins. After the lack-lustre performance of *GTA: London* (which we bleedin' loved, guv'nor) it'll be interesting to see how another retro *GTA* fares, but the popularity of the previous installment seems to guarantee success.

We'll have more info on Vice City very soon but, in the meantime, we're dutifully forwarding *most* of your suggested gameplay additions (current favourites: swords, bikes and planes) to DMA Design. Just not the ones about killing rabbits and marrying strippers. Our own? We're after the classic Ferrari Spider, the Vitus Dance houseboat and an alligator called Elvis...

ANTICIPATION: ★★★★★

MIAMI NICE: Our anti-social hero's ditching his bomber jacket for polyester slacks. Maybe.

CLANK SPENCER: The toff-voiced 'bot's a massive improvement on annoying little Daxter.

›E3 INVESTIGATION

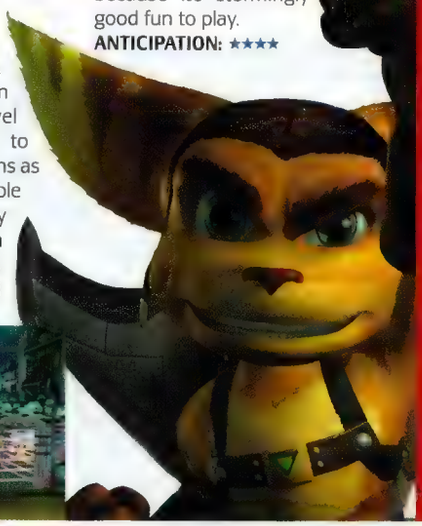
RATCHET AND CLANK

First it was a meerkat – now it's a robot clinging to your shoulders...

GIN and tonic. Skinner and Baddiel. Jak and bleedin' Daxter. And now, after a long two years in development, here come yet another double act: Ratchet and Clank.

The plot is simple: with different, but complementary, skills, Ratchet and Clank join forces, and then travel round looking for bolts to trade for stuff, fighting aliens as they go. Hmm. But quibble over lack of originality aside, our first impression is that the game features high-quality graphics, and is a bit of a hybrid, being in parts platformer, adventure and shooter, with RPG elements. This was one of the surprise hits off the show, simply because it's stormingly good fun to play.

ANTICIPATION: ★★★★



BIG MOUTH

PSM2's choicest selection of gob quotes slabbed by E3's movers and groovers

"THE CONSOLE WAR IS OVER - THE GAP BETWEEN US AND THE COMPETITION IS MORE LIKE THE GRAND CANYON THAN SILICON VALLEY."

SIEA boss Kaz Hirai [illegible]

"THE TRADITIONAL DISK-BASED BUSINESS WILL CONTINUE UNTIL AT LEAST 2005..."

SCEE head Chris Deering [illegible]

"I GOT TO TELL YOU. I CAN'T FIX NOTHIN'. NOTHIN'. RIGHT NOW I GOT A GUY FIXING MY DISHWASHER. I GOT AN ELECTRICIAN FIXING MY LIGHTS. WHEN MY CAR BREAKS DOWN I GOTTA CALL OUT THE GARAGE. I CAN'T FIX NOTHIN'!"

PSM2 admits he couldn't even [illegible]

AND THE REST OF... FIGHTING

The top five games you'll be scuffing your knuckles with in 2003.

X-MEN: NEXT DIMENSION
Just *wait* till you see Jean Grey fling boxes and kick off her Dark Phoenix attack.

PRIDE FC
One-hit knock-outs, realistic blood physics *and* Igor Vovchachyn. What else do you need?

MARVEL VS CAPCOM 2
Picture Jill Valentine hurling zombie dogs at Dr Doom and you *still* won't be as excited as Joel.

MORTAL COMBAT: DEADLY ALLIANCE
Multiple fighting styles, more weapons, more fatalities.

LEGENDS OF WRESTLING 2
More old wrestlers, more venues and more bleating from Jimmy Hart. But presumably, no RVD.

KONAMI SEEM TO HAVE BEEN TAKING NOTES FROM RESIDENT EVIL

Silent Hill 3 ■

UZI RIDER: Our thigh-booted heroine doesn't seem *that* vulnerable, thanks to the machine gun.

›E3 INVESTIGATION 2003

SILENT HILL 3

The famous flashlight's back – and more important than ever...

FOR THEIR third trip to the worst holiday resort since Weston Super-Mare, Konami seem to have been taking notes from *Resident Evil*. This time round, you play an as yet un-named lady who packs an Uzi from the very beginning – suggesting that she already knows what's going on. They haven't offered any storyline details, only saying that they were, "tired of working with middle-aged men". We're also promised a new game engine – again, details are sketchy, but the fixed perspectives don't seem to have gone anywhere. It *looks* lovely – although that's an odd term to apply to a game full of multi-limbed beasts chowing down on human brains. And it'll sound lovely, building on SH2's Dolby 5.1 experience to offer "something very new" according to sound director Akira Yamaoka.

But is it scary? It's difficult to tell when you're on a crowded show floor – and not, say, alone in a dark room – but yes. In previous installments, team KCET reckon the terror of the actual game's been secondary to the cut-scenes – this time they're planning to make the entire experience as disturbing as possible. "We'd like to offer a feeling of something that crawls into you..." explains game director Kazuhide Nakawaza. If there's anything worse than Pyramid Head, then we're not sure we want to see it.

ANTICIPATION: ★★★★

LIMB HENMAN: Plenty of footage of identikit nasties eating people in the trailer, then

"WE'D LIKE TO OFFER A FEELING OF SOMETHING THAT CRAWLS INTO YOU"

AND THE BEST OF... FILMS

Which film cross-overs will get the Oscars... and which will just make us grouchy?

ROCKY
Meat-pummelling Dolph "I must break you" Lundgren *and* Mr T. Should be great, but y'know...

MINORITY REPORT
Fight and punch people down escalators with someone who doesn't look like Tom Cruise.

BLADE 2
Underwhelming, except for the chance to carve up vampires with Blade's shuriken-knife thing.

TERMINATOR: DAWN OF FATE
Post E3 and we're more than happy to battle Skynet's hunter-killers across time. Oh yeah...

MEN IN BLACK 2
It's up to Jay Kay – no, sorry, Jay and Kay – to save the Earth with their trusty Arquillian cannons.

›E3 INVESTIGATION 2003

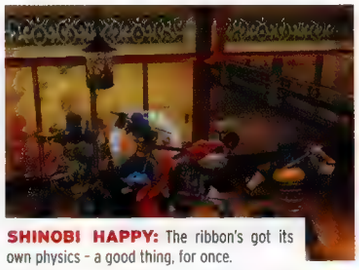
SHINOBI

Stealth, murder and rhythmic gymnastics... the ninja master's back.

ANYONE who remembers *Shinobi* will recall a furious shuriken-chucking 2D platform action, those super attacks where he bounced all over the screen and the inferior, sequel *Shadow Dancer*.

Sega have reinvented the title brilliantly, with the titular ninja scampering up walls, *almost* flying and twirling a ribbon about behind him as he decimates ninjas. We wouldn't often advocate the Net over our DVD, but you have to see this. It's more Crouching Tiger than Ubisoft's game – like *Devil May Cry*, only more so. It'll be brilliant. Let's hope they squeeze a version of the first-person bonus stage in.

ANTICIPATION: ★★★★★



SHINOBI HAPPY: The ribbon's got its own physics - a good thing, for once.

SCARF 'N' HALF: The chance to cut bad guys in two's sure to be popular with, erm, us.

E3

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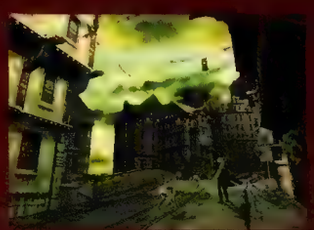
13
"LOTS OF STEALTH ELEMENTS, AND WEAPONS SUCH AS HARPOONS AND BROKEN BOTTLES"

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02



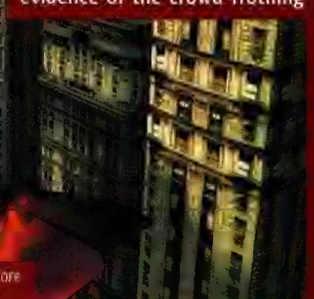
>PSM2 INVESTIGATION 7/173

DEVIL MAY CRY 2

Two guns. One sword. The worst one-liners ever. Dante's back.

DANTE'S PEAK: This is the moment before Dante's breathtaking leap. Only a cut-scene, mind

DEVIL NEVER Cry? No, don't fret – the clumsy renaming of Dante's demon-slaying P.I. business has been ditched. Don't expect much else to change, either – on the evidence of the crowd-frothing trailer, it's business as usual, only with new acrobatics.



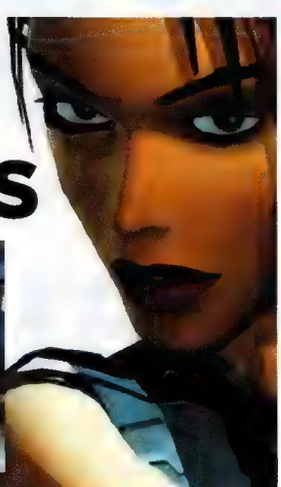
Fans of *that* BBC rooftop-hurdling ad'll be pleased to hear that much of the Stylish Survival Action now takes place across a gothic European town, with Dante's repertoire expanded to include cartwheels and wallflips. The environments are much less limiting than before – in one standout moment, Dante dives off a skyscraper, slowing his descent at the last moment with a frenzy of handgun recoil. There's an enhanced version of the Devil Trigger which allows Dante to destroy enemies with one blow, crisper, cleaner animations and – no, go on, guess – Matrix-style shimmer. The game also tracks your skills – remember how bad players were offered the chance to change the skill level to Beginner after the first level? Imagine that, only expanded to offer more bonuses – and danger. New monsters include demon dogs and skeletal birds. Producer Tsuyoshi Tanaka says that the orb system may be reworked or abandoned, and there's also – gasp – a new character, and it *isn't* Trish. Whoever she is, the red-headed beauty's a bit nippy with her fists but Capcom are remaining tight-lipped about her role. It's Joel's new favourite thing.

ANTICIPATION: ★★★★★

>PSM2 INVESTIGATION 7/173

TOMB RAIDER: THE ANGEL OF DARKNESS

She's back. And this time she swings.



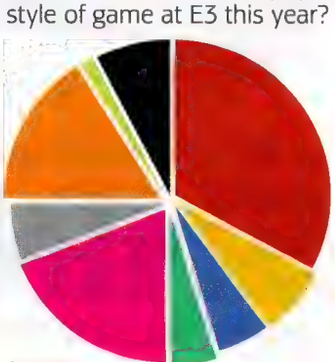
A YEAR after her last outing, Lara Croft is to return in the first next-gen *Tomb Raider* game: ***Tomb Raider: The Angel of Darkness*. The version we saw at E3 is still a long way from being finished, but it still revealed a fair bit.**

First impression is that it is darker than previous games, both in terms of feel and in terms of action. Screenshots of the game released before E3 showed Lara lurking round the place and scrapping with tooled-up guards, but although the E3 demo had good, detailed-looking graphics, and showed some interesting new sequences, such as swinging on bars, jumping and swimming, we couldn't try out the stealth attacks and suchlike that Eidos promises will be in the final version. It's early days yet, though and, on early evidence, we'll be expecting good things from *Angel of Darkness*.

ANTICIPATION: ★★★★

A RIGHT CARVE UP

What was the most popular style of game at E3 this year?



KEY:

- Action Adventure 33%
- Beat-em-up 7%
- Racing 18%
- Sport 15%
- First Person Shooters 7%
- Shoot em up 5%
- Platformer 5%
- Other 9%

So, unsurprisingly, the old action/adventure is still the biggest money spinner as far as development houses are concerned. Let's just hope it's a case of quantity *and* quality.

TRAVEL THE WORLD. BRING BACK SOUVENIRS.

"THIS GAME IS VIOLENT IN A WAY YOU COULD NOT POSSIBLY ENVISAGE. YOU HAVE BEEN WARNED" PSW MAGAZINE

And we're not talking snow shakers and sombreros. More like several scars and four nuclear warheads if you do your job properly. If you don't, you'll be coming home by courier.

You are John Mullins, a 'consultant' hired to dispatch as many terrorists and enemy soldiers as necessary to maintain international security.

Featuring the legendary GHOUL™ system from Raven Software and ten missions over five continents, be warned, this is going to be no holiday.

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E3

RED DEAD REVOLVER

YOU'RE CALLED RED, YOUR FAMILY'S DEAD, AND YOU'VE GOT A REVOLVER.

SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

TIMESPLITTERS 2

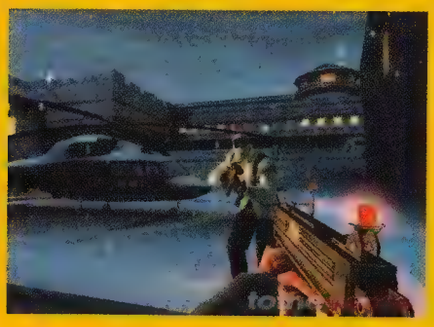
Best bits? How long've you got? Remotely-controlled sentry guns, monkeys packing crossbows, and the ability to douse flaming team-mates with a fire extinguisher. No multi-player yet, but that was brilliant enough in the first game...

TUROK EVOLUTION

We've seen it before, but we *were* impressed by the option to clamber aboard a giant pteranadon for the flight sections. The weapons are even better, including sticky grenades and a nuclear-grade tertiary function on the grenade launcher.

HOTSHOTS?

Four of the biggest first-person shooters – but which are on target, and which are firing blanks?



JAMES BOND 007: NIGHTFIRE

More shooty-drivey action, this time with new features like upgradeable Q-Gadgets bits and third-person sections. The sections we've seen borrow liberally from the Bond pantheon, including a Moonraker-style zero-gravity mission.

13

Tons of nice touches here, including visible sound effects to complement the 'comic rendering' graphics. Lots of stealth elements, and weapons such as harpoons, crossbows and broken bottles – hostage-taking's encouraged, too.

PSM2 RECKONS

Visually, *Splitters* is top, closely followed by *13*. *Bond*'s got a way to go, but it looks like more of an *Agent Under Fire*, albeit more stylishly done. *Turok*'s got potential, especially when the bladed weapons appear. Really, though, it's going to be a scramble for second place behind the utterly amazing *TimeSplitters 2* – if you've got plenty of time to spare, ask Jonnie about his favourite moments. All we have to worry about now is how the game will work on-line – our sources suggest that Eidos and Sony are in talks about jointly sponsoring a server.

VINCE MCMAHON: No physics on Vince's hair - even a cheeky plum-tweak can't ruffle him

>E3 INVESTIGATION

WWE SMACK SHUT YOUR

Everyone's favourite wrestling title gets even more – ahem – Xtreme.

WOOO! No, not Ric Flair slapping The Rock, but the US contingent's response to the latest WW – ahem – E title. It's still *Smackdown* first and foremost – barring minor tweaks to the grappling system, it feels the same to play – but it should offer enough to convince fans to part with more cash.

Roster stuff first – Hollywood Hogan, Ric Flair, Rob Van Dam, DDP, Booker T and – ahh – Stacy Keibler are all confirmed. Nice character-specific touches we noticed: excellent animation of

BURNOUT 2: POINT OF IMPACT

Scream if you're a mad bastard...

THE surprise hit of 2001 gets the inevitable sequel, with all the stuff that they couldn't cram in the first one.

Think 32 new courses, seven secret cars, weather effects and a Chase HQ style Pursuit mode involving ramming adversaries off the road. And, to make the most of the new crash animations, you can *jump* the cars this time...

ANTICIPATION: ★★★★

AND THE REST OF... DRIVERS

Which of the newest driving games will lap up the plaudits and which will spin you out?

NEED FOR SPEED: HOT PURSUIT 2

Twenty new high performance cars and some new modes to add spice.

TOCA RACE DRIVER

Murder and revenge. Not words you would usually associate with a racing game, but TOCA delivers...

COLIN MCRAE RALLY 3

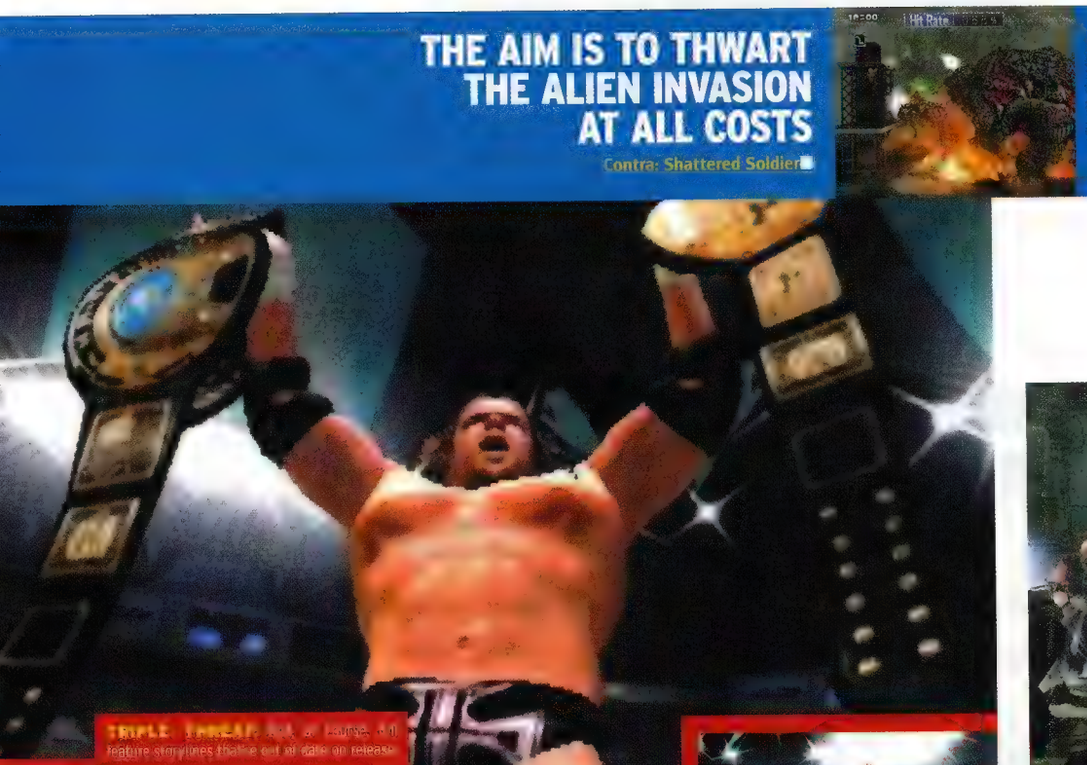
Surpassing all expectations, McRae's grip is already tightening on the rally title!

STUNTMAN

Drive dangerously and unlock items to construct your own stunt arena. Plays well but will it appeal?

THE GETAWAY

Time is running out on this one. It ain't gonna better *GTA3* and it appears to have given up trying.



THE AIM IS TO THWART THE ALIEN INVASION AT ALL COSTS

Contra: Shattered Soldier

DOWN! MOUTH

TRIPLE THREAT: All of these games will feature storylines that're out of date on release.

Hulk Hogan's Leg Reversal and the same for every aerial move and does. New match types include Captain Pat Tornado Sit-Man Tag and Slobber Knocker anywhere. The leg lock system also been improved.

Most importantly, they've promised that the commentary and story mode'll be vastly improved. J.R. and Lenny Lawler provide the former and the latter provides multiple character paths – although how that makes it different to *Just Bring It*'s anyone's guess.

New moves include a sort of chain-grapple, allowing you to link moves while an opponent's still groggy. But the best innovations come in the TLC matches. Grapple an opponent while holding a chair and you'll DDT them on top of it – do the same with a ladder and you'll slam them against its rungs. And it's now possible to sprint along the guard rail in Hardy Boyz style – or even guillotine leg drop off it. THQ haven't confirmed whether you'll still be able to get straight back up after a shot in the lungs with a sledgehammer – we'll be keeping our eyebrows arched until it nears completion.

ANTICIPATION: ★★★

JUST RING IT: The locations are movie-authentic, with rapid mid-action cut-scenes.

>E3 INVESTIGATION 2003

THE LORD OF THE RINGS: THE TWO TOWERS

Before speccy kids called Harry, there were little hairy Hobbits...

OPTING for all-out action over the more obvious RPG format, developer Stormfront has lifted the visuals from the films and moulded them around an epic, *Dynasty Warriors*-style action game. Players assume the roles of Aragorn, Legolas or Gimli in the battle for Middle Earth, which spans 16 levels. Each character has an arsenal of combat moves – as well as sword thrusts, each character can also cleave their opponents in twain with some gut-spilling finishing moves!

What impressed most in the early version we played was the detailed environments, smooth animation and the way the action is blended with cinematics to heighten the atmosphere.

ANTICIPATION: ★★★★

OGRE THE MOON: The enemy hordes flood in thick and fast, just like the movie.

HOBBIT FORMING: Each character has unique skills, including Gimli's axe attack.

>E3 INVESTIGATION 2003

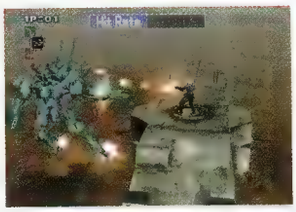
CONTRA: SHATTERED SOLDIER

All of Mars vs two Earthlings...

THE deliciously destructive 3D shoot-em-up series that has always been as synonymous with Konami as MGS and half-decent football games blasts onto PS2.

Armed with planet-popping weaponry, the aim is to thwart the alien invasion at all costs – and this time more thought has gone into developing the characters (of which there are two, playable) and the dark, surrounds in which you go about your business. Still a no-brainer, but undoubtedly a fantastic-looking one.

ANTICIPATION: ★★



TANKED UP: The game was true to its forbear, with multiple vehicular sections.

AND THE REST OF... ACTION

Will they have you on the edge of your seat, or will they just push you off it?

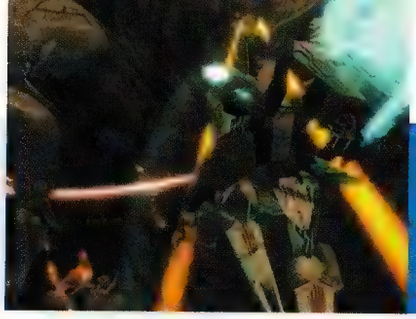
SOCOM: US NAVY SEALS
Lead a team of 12 in a fight against terrorism using a new USB headset to bark orders from a safe distance.

PRIMAL
Its second E3 and it's no nearer to completion. But the immortal realm setting still intrigues...

TRUE CRIME: STREETS OF LA
A mission-based fusion of driving and fighting. You play the hoover cleaning up the streets of LA.

THE SCORPION KING: RISE OF AN AKKADIAN
A crude insertion of The Rock into last year's *Mummy Returns*.

HITMAN 2: SILENT ASSASIN
Codename 47's going straight, hence his non-lethal collection of tasers and chloroform. Nice.



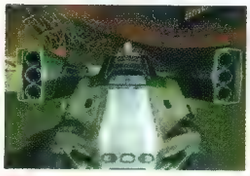
ZOE: SECOND RUNNER

EVEN MORE NEW TITLES UNCOVERED FOR THE FIRST TIME IN OUR OVERLOAD SECTION...

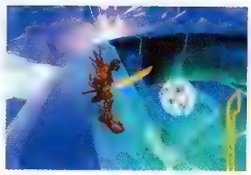
SUBJECT: ELECTRONIC ENTERTAINMENT EXPO
LOCATION: LOS ANGELES
DATE: 22.05.02

AND FINALLY...

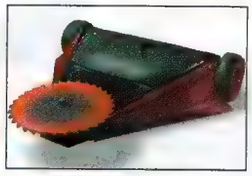
Still reeling from the E3 info-blast? Don't take those protective goggles off just yet – you've still got 39 never-seen-before games to go...



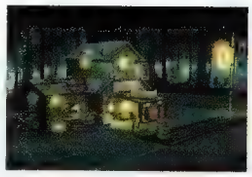
WWE CRUSH HOUR
Picture the infamous *Kurt Angle Milk Truck* – but with guns. Or *Twisted Metal Black* – but with wrestlers. Either way, you've got the idea – although how the promised ladder matches'll work really is anyone's guess.



ALTER ECHO
Fighting an entire, living *planet*? Christ – lucky you've got the ability to 'polymorph' between Melee, Gun and Stealth modes, or freeze the action via TimeDilation for an unstoppable flurry of camera-swivelling gunplay.



BATTLE BOTS
It's Robot Wars – minus Craig Charles and with an extra dose of American insanity. Expect more than 40 bots with names like Minion, Nightmare and Enforcer, and weapons like Pulverisers and Kill Saws. Sounds enchanting.



EVIL DEAD: A FISTFUL OF BOOMSTICK
Think *Dynasty Warriors* – 50 enemies on-screen, shotgun (or boomstick) in one hand, chainsaw in the other, with a brainful of spells. Sounds brilliant, provided you forget the PSone effort.

HOT WHEELS: VELOCITY X
Save tiny people from tiny criminals in a tiny city. With tiny futuristic weapons. The thought of blasting 45 realistically modelled cars across loops and over jumps appeals, even if the 'immersive, mission-based' story doesn't.

MX SUPERFLY
Ricky Carmichael returns – though he's now called something more pimpish – for THQ's sequel, featuring a new Stunt Track Editor, larger Freestyle arenas and all-new signature moves like the Tsunami and Rock Solid.

STAR WARS GALAXIES
It's one of those new multi-player things, featuring the chance to explore the galaxy on-line. Given the attention to detail – Trandossh regenerates limbs, f'rinstance, it should be phenomenal. But who'll want to play a Gammorean guard?

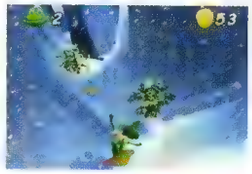
SIMPSONS SKATEBOARDING
Set in Springfield, the game features different game modes, such as free skate, trick contest, skillz school and a two-player head-to-head mode. There are also hidden boards, levels and characters to unlock, with Bart Simpson, Homer, Nelson Muntz, and Krusty spotted so far.

THE GAME FEATURES DIFFERENT GAME MODES, SUCH AS FREE SKATE, TRICK CONTEST AND SKILLZ SCHOOL

FREEDOM: THE BATTLE FOR LIBERTY ISLAND
It's one of those alternate reality things, with Russia invading the US. You play a blue-collar freedom fighter recruiting an army to take on the Russkies. Split-screen four-player, too.

FIGHTER MAKER 2
An expanded version of the first – which was an interesting idea marred by the tedium of creating frame-by-frame animations for fighters after the fun dressing-up bit. People get paid to create games like *Tekken*, y'know.

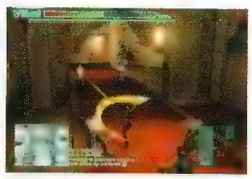
DISNEY'S GOLF
Oh, we can feel the Tigger Woods jokes building already. Anyway, there are six magical environments including a course in the clouds – and some magical power-ups, including one that turns the ball into a football. Sounds magical.



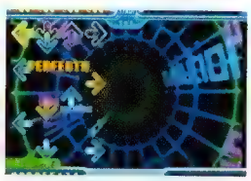
FROGGER CLASSIC
Look, it's a working title, all right? Anyway, Frogger's overcoming obstacles to make the transition to adulthood, which somehow involves snowboarding, racing minekarts and dodging asteroids. Oh, and there's a blooper reel. Excited?

STREET HOOPS
Win matches to earn cash to buy tattoos, gold chains, shiny trainers and 'fly' vests. We wish we were joking. Like *NBA Street*, only with licensed street-ballers and more pandering to obsessive American brand-consciousness.

A SOUND OF THUNDER
Time travel – fine for Marty McFly, but a recipe for mutant-dinosaur disaster. The Butterfly Effect sounds intriguing: tread on a tobacco plant and cigarette adverts disappear, shoot a building and it crumbles in the future.

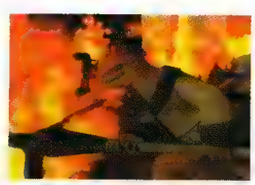


CY GIRLS
So, there're these two female superheroes – Sky's the long-range expert, Shadow's the stealthy ninja close combat master, and both can 'dive' into the Internet to upgrade their abilities. Yes, it's a Matrix rip-off with swooshy sword effects.



DDRMAX
Or the new *Dance Dance Revolution* game. It's got 65 songs mashed into the DVD format and a Workout mode that tracks burned-off calories – but the biggest selling point is the Freeze mode – a bit like the DJ taking the needle off.

EVOLUTION SKATEBOARDING
Well, it's the first skateboarding game with a Boss mode. Other than that, it's standard 'boarding, with the opportunity to skate around neon-spattered Tokyo and a castle standing out as highlights.



SUIKODEN 3
Is three the magic number? The Trinity Sight system's certainly nice, letting you watch the action from the viewpoint of all the characters, as is the ability to recruit monsters – but we're not sure how much mainstream appeal this one'll pack.

EVOLUTION SNOWBOARDING
Another snowboarding game to follow ESPN – but this one has a 'Mission Style' mode taking you across levels like Chinatown, 'fun objectives' and the opportunity to kick other real boarders.

THIS SLICK-LOOKING DRIVER IS LOOKING GOOD ON PS2

Wreckless: The Yakuza Missions ■

RED DEAD REVOLVER
You're called Red. Your family's dead. And you've got a revolver, as well as a whip and a horse. Western vengeance action from Capcom, then, except with *Onimusha*-style friendship AI and a four-player deathmatch mode. Darn tootin'.

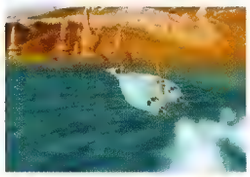
MOTO-X
Futuristic mercenary bikers... struggle for water... It *sounds* a bit Mad Max, but the twist comes when you have to bust *Freekstyle*-esque moves. But only six riders? Even eight post-apocalyptic worlds aren't going to make up for that.

CELEBRITY DEATHMATCH

We managed to get a glimpse of a very early version of Take Two's MTV-licensed scrapper. Only Marilyn Manson and, err, Mr T were playable, but we're assured there'll be more celebs than you can wave a baseball bat at come the release in October.

THERE'LL BE MORE CELEBS THAN YOU CAN WAVE A BASEBALL BAT AT COME THE RELEASE IN OCTOBER

EVOLUTION SNOCROSS
Pretty standard stuff – breakable scenery, shortcuts, 40 tricks, 12 boarders and dangerous absence of the letter 'w'. Still, *Sled Storm* wasn't enough to fill the gap in the market, so we're hoping Konami's *Evolution* line can fill the breach.



HAVEN: CALL TO THE KING
Shooting. Racing. Flying. Platforming. Erm, boat racing. And space exploration. You'll find yourself doing the bleedin' lot in the story of Haven, a young man who's trying to free his people from the evil Vetch.

CRASH
Nope, nothing to do with James Spader – just a game stuffed with satisfying ways to destroy cars. The interesting bit comes in the 18 game modes, including Offensive Driving and the inimitable Bus Jump. Made us happy.

LAMBORGHINI
Imagine collecting Matchbox cars – but in real life! But in a game. That's Lamborghini, where you race for pink slips. Rumoured to include on-line play where you'll be able to challenge other gamers and nick their wheels.

MERCEDEZ-BENZ
A licensed driving game that doesn't shy away from the shattered headlights that'are typically absent from any lap of *GT3*. Each Benz is made up of more than 12,000 polygons, with over 150 variables governing performance.

RYGAR
The post-*Maximo* 2D-conversion-dash continues, this time with *Rygar*. The main selling point's the hero's giant spiky yo-yo, which he can use to swing enemies round, scale walls and shield himself from harm. Let's hope for a 3D *Turrican*...

WRECKLESS: THE YAKUZA MISSIONS
Already a big hit on the Xbox, this slick-looking driver is looking good on PS2, with a fine attention to detail. There's 25 cars and 20 missions, and it's all set in a fully accessible cityscape. One to watch.

CROUCHING TIGER, HIDDEN DRAGON
This tree-running movie tie-in is a 3D action adventure from the creators of PSone *Bushido Blade*. Sadly, early signs aren't promising... Confucious he say: "a tenner says it's shit". Ho hum.

SILENT SCOPE 3
More quick-draw shooty stuff. This is a port of the arcade version, but also includes loads of PS2-only stuff, including an innovative and very clever 3D sound system which helps you to work out where the enemy is hiding.

PROJECT B,G & E
This 3D futuristic adventure is a fair way off completion yet, but early signs are guardedly promising, especially the smooth graphics. It has a lot of the *Rayman* team working on it, including Michel Ancel, so it could go either way...

SLY COOPER AND THE THIEVIUS RACCOONUS

We were braced to give this craply-titled platformer a good shoeing but, do you know what, it's looking really good, with Gillette-smooth cel-shaded cartoon graphics and decent game action. Could surprise a few people.

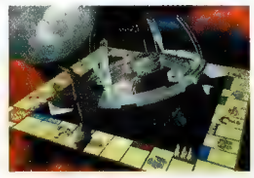
IT'S LOOKING REALLY GOOD, WITH GILLETTE-SMOOTH CEL-SHADED GRAPHICS AND DECENT GAME ACTION

ATV OFFROAD FURY 2
It's helmets ahoy in this motorcross title, which improves on its predecessor with more tricks and customisable options. Particularly impressive is the way terrain affects the handling. Should be good, if not ground-breaking.

FISHERMAN'S BAIT 2003
The latest in a long line of fishing sims. If you like staring at a patch of water for hours on end, or making your own flies, you'll get excited about this. For the rest of us, this is preferable only to a stray hook in the eye.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Urban bike games are so fashionable. *Mirra*. *Hoffman*... So, what does this one offer? Ten courses, 21 riders, 1,400 tricks... Not bad, dude. Now let's see you roll one up while you do a seat grab.

DELTA FORCE – BLACK HAWK DOWN
Based on real events involving US Special Operations Forces, this first-person chopper title sees you take on maverick warlords in Somalia and getting involved in combat action.



MONOPOLY PARTY
Well, it's Monopoly – only with the ability to play as more than one person. Plus you can't get the hotels trapped in the Hoover. But is it going to replace the classic – or, indeed, our cherished Springfield version? At a guess – no.

SEGA SOCCER SLAM
Fancy a game of three-on-three footie? At least Sven'd be able to pick a fit team then. This looks as wacky as your uncle in a comedy waistcoat, with Quest, Arcade, Challenge and Tourney modes. Two words: *Pro*. *Evolution*.

LETTERS
THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
WWW.GAME.UK.COM

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

THE VOICE OF CHOICE

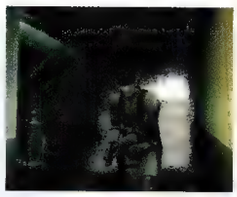
"YOU CAN TALK ABOUT DETAIL IN MGS2 ALL YOU WANT, BUT A GAME THAT STILL HAS YOU PLAYING SEVEN MONTHS LATER HAS TO BE A WINNER"

Dear PSM2
After reading nearly all your mags cover-to-cover and seeing your review scores I got to wondering, with *MGS2* getting 96% and *GTA3* receiving 92%, should the scores not have been reversed? Don't get me wrong – I'm not slagging your reviews, as I find them the most accurate and unbiased of all the mags I've read, including the official one. But when I compare the games, I think that *GTA3* comes out on top for two reasons:

1) Originality. I know it's a sequel, but it's the first free-roaming 3D city crime sim. When I first put it on way back in October I was blown away. The same happened with *MGS2*, but the feel of the first game was too heavy (blood-drenched corridors, ninjas jumping around...) – it was all about the graphics, and how lovely they were.

2) Longevity. I'm still playing *GTA3* seven months later. You can talk about detail in *MGS2* all you want, but a game that still has you playing seven months on has to be a winner. The main game took me a few weeks. As for *MGS2* – it took me a weekend, two weeks if you count the dog-tags for the tanker. That's no comparison.

£40 for a game that you can finish in a weekend is a mild rip-off, but for a game that I'm still playing over half a year later, that's an investment.
Dr Gonzo, Merseyside



The reason Joel didn't want to give GTA3 a higher score is because the gun targeting system is rubbish and the police AI leaves a lot to be desired at times (it can be too easy to lose them).

THE PSM2 RAGE GAUGE

SWEET JESUS!
"I want to express my disgust at companies like Capcom and their apparent contempt for the customer base that put them where they are. I refer, of course, to their decision to take two of their biggest franchises (*Res Evil*, *Dino Crisis*) and repatriate them to rival machines..."
Brian McNulty,
Via e-mail
But look: here comes *RE On-line*...

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

E-MAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

AUTO-PIRATE
Dear PSM2
The idea of being able to download games straight onto the hard drive is a great idea, but is it actually going to happen? Are there any security measures set up to prevent piracy that will convince publishers to take such a step? People are copying games from one disc to another with ease – it's only a matter of time before someone cracks a way of swiping games off the Net without having to pay, surely?

Yes, I realise that the PS2 broadband will not be so open as the Net on PC, which allows you to copy all and sundry, but it will no doubt be a constant nagging thought in many publishers' minds. Is it worth the risk?

The PS2 has to have some way of reading the hard drive, because someone will develop a way of emulating this to allow them to read and, of course, copy the HDD's contents. I hope that this idea will go forward but, sometimes, some things should simply stay as good ideas.

Let's hope Sony can instill enough confidence in the publishing houses to make it happen.
Philip Tomlinson,
Via e-mail

Good points, Philip. Security is certainly a prime concern for Sony – and the development of the MagicGate copyright protection technology should go some way to ensuring this.

It's inevitable that we'll all move to on-line gaming eventually – right now we're at the beginning, in a settling down period (just ask Square, who are bravely trying to cope with overwhelming demand – and crashing servers – for their PlayOnline services in Japan). Security concerns haven't prevented game publishers from releasing networkable titles for PC – although a lot of games still get released unfinished, with 'patches' downloadable later on.

We're a long way off from that at the moment, but you can be sure a lot of publishers will be watching the first steps made by others before they commit on-line features.

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...

I CAN HADLEY WAIT!
Dear PSM2
Since Britney Spears has her own dance game, I was wondering if you have heard anything about a Spandau Ballet Bemani in the works?
Todd Gledhill,
Via e-mail

You're a wild and crazy guy, Todd.

UEDA BEST!
Dear PSM2
Having just completed *Ico*, I wish to congratulate Fumito Ueda and the team of programmers behind such an incredible and intelligent adventure game. Many programmers have been drawn into writing games which rely on a tried-and-tested format. I am very pleased to see that some programmers are willing to experiment with a different style of gameplay, such as this.

The level of detail which has gone into *Ico* is simply stunning. The puzzles have been set out in a manner which instantly made me question what I would do if I were in the same situation as Ico. Each puzzle has a logical solution and the level of difficulty is set at a high enough level to get a real sense of achievement when you finally work out what needs to be done.

The finale is, quite frankly, one of the best end game sequences that I have ever seen – hardly surprising when you consider the incredible amount of detail put into the game.

Let's hope games such as *Ico* appear more frequently on PS2.
'P' Millard,
Cheltenham

Quality sentiments there, 'P', which all of us – particularly Dan – would join you in expressing.

BATTLE BE THE DAY
Dear PSM2
Think about it – Internet capabilities will open up so many opportunities for PS2 gamers. Multi-player gaming as we know it will change.

What I think would be great for future games, and a great leap for multi-player gaming, is if games were to include a 'console battle' option. Think of the potential – the idea of being able to annihilate someone at their own game, while they play on the console of their choice.

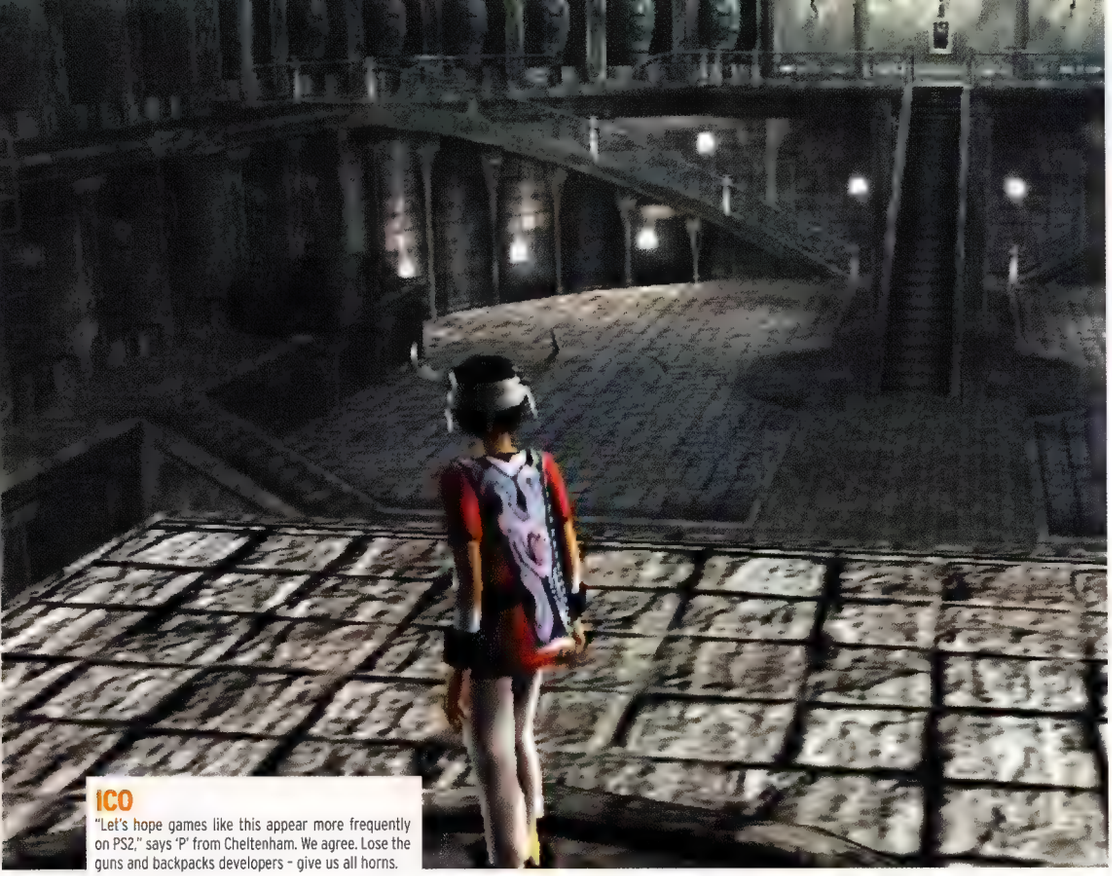
MIAMI ADVICE

Sick, twisted, dark, depraved... And that's just the printable ones. Keep 'em coming.

RANDOM MISSIONS
Other than the set missions, there should be opportunities (via ringing telephones on street corners) to do random bank jobs etc.

HITMEN
Generate enough hatred from a gang and they send an assassin after you. They can get you anywhere in the city and their 'hardness' is determined by how much you piss the gang off.

RANDOM RACES
Race from a random start point to a



ICO
"Let's hope games like this appear more frequently on PS2," says 'P' from Cheltenham. We agree. Lose the guns and backpacks developers – give us all horns.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

Colin Walker,
Plymouth
A genuine extract from a real letter.

PRINT
Dear PSM2
I have been writing to many magazines but they never answer or print my letters – so I'm hoping you'll be different.
No name supplied,
Bangor, N. Ireland
It's our pleasure. Whoever you are...

TOENAIL
Dear PSM2
I have just had my toenail removed and I have spent about 9–10 hours a day on my Love Machine.

TEEN
Dear PSM2
A few of my friends want to do a page on games tested by teens (a teens review)
Robert Carson,
Via e-mail
Teens review, huh?

2D
Dear PSM2
To everyone who says 2D games are still the best: They're not.
Conor Broderick,
Ireland

There could be huge benefits for both gamers and producers. The games would be aimed at a larger audience, allowing gamers to choose from a greater range of opponents; and game producers would benefit from more game sales.

But still, this idea isn't without its flaws. Porting games to a range of consoles could be a slow process, resulting in long delays between release dates. Huge amounts of pressure will be put on to the programmers to produce vital code for 'Console Battles' to become reality.
Joe Tidmarsh,
Cross in Hand

You've been thinking a hell of a lot, Joe. Perhaps too much. We'd love to show the odd PC gamer who's really the daddy, but let's wait and see how Sony do with their own PS2 network first...

GIVE US A WING
Dear PSM2
Any idea if a *Wing Commander* game will be on PS2? Oh, and any news on *Red Faction 2*?
Dan the man,
Via e-mail

***Wing Commander?* Jesus. *Red Faction 2?* Head to pg122...**

SONY THE LONELY
Dear PSM2
Sony's success will bring its demise (unless things pick up a little).

Okay, since about 1996, Sony have practically owned the gaming market. This should be a good thing for us PS2 owners. But in my opinion I reckon that this mass market has allowed games developers to get away with producing masses of shoddy games.

Just look at the amount of crap that's out there and the future amount of crap that's heading our way. And, thanks to Eidos, we're getting imported crap from Japan – £40 for *Mr Moskeeto*? I don't think so...

It also lets publishers get away with repeat games, such as *SSX Tricky* and, dare I say it, *Metal Gear Solid 2* (which is fantastic if you don't consider GAMEplay as part of a GAME).

At the moment I'm looking forward to playing *Final Fantasy 10*, *Medal of Honor: Frontline*, *Auto Modellista* and *The Getaway*. Out of this line-up of A-list games, I think that I will only be satisfied with *Auto Modellista* and *The Getaway*, as *FF10* and *MOHF* will just be more of the same. Catch my drift?

So hopefully, with more competition from Xbox and Gamecube, there'll be a fight on to create the most astounding games ever to claim the crown of console king (hopefully PS2). And to finish with, a poem: Sony, why are we last place in the on-line race?
Aedan Sherry,
Co. Down, N. Ireland

Take a few deep breaths, Aedan. Sit down. Try to clear your head.

ISRAEL DELAYS
Dear PSM2
All the time I see release dates for games in your magazine (which rocks) and on websites. I live in Israel and we have the same system (PAL), but the release dates don't always match. For example, I finished *Airblade* and *Headhunter* before they came out anywhere else (they might have been released but I found no reviews on them at the time).

Now I'm hearing stuff about *Tekken 4* hitting the stores of Israel by the end of the month. True, their information is probably wrong, but I can't tell when a game is being released here. Please lend a hand.
Yonatan Korem,
Via e-mail

It doesn't always follow that games are released on the same day in PAL territories – after all, Japan and the US use the NTSC system and games don't come out on the same day (or even the same year) across the two. Just keep your head down – it sounds like you get to play some games before us...

"THE IDEA OF BEING ABLE TO DOWNLOAD GAMES STRAIGHT ONTO THE HDD IS A GREAT IDEA, BUT IS IT ACTUALLY GOING TO HAPPEN?"

ONI FOOLS AND HORSES
Dear PSM2
Here's a question for all you super-brainy magazine writey people – why are there so many rubbish games for PS2? There must be 30 or more games released every month and, apart from the occasional gem like *GTA3* and *Metal Gear Solid 2* (minus all those boring and rather lengthy cut-scenes), they're all complete RUBBISH. I am currently using my *Oni* disc as a beermat and hope never to have to see the stupid control system ever again.
Ben Ife,
Bewdley, Worcs
PS Can I have the e-mail address of the company who made *Oni* so that I can send them hate mail for a few months?

You sound like a man who's been stung. Don't let your obvious accidental purchase of *Oni* spoil your enjoyment of PS2. Just look at the film industry – for every Die Hard, there's a Time Cop. Be thankful that the quality titles are, quite frankly, unbeatable...

BLAND TURISMO
Dear PSM2
A while back, after reading review after review of *Gran Turismo 3*, I decided to buy it. It got 90% across the board and I had never played the previous games before, so it was a new experience for me.

From the opening scene I was impressed. Graphically it was a masterpiece. The cars were astonishing and the tracks were lush – but I was not happy. Here's a few points explaining why I felt stupid after buying it:
1. No damage! How can it be called 'The Real Driving Simulator' if the cars don't even get a single scratch when smashing into a post at 100mph!

random finish point across the city and bet on the outcome
SPEEDBOATS
Include speedboat missions, especially sniper ones where you get to take out people onshore
'NIGHT OF THE LIVING DEAD' CHEAT
Everyone except you turns into zombies and comes after you when spotted. Similar to a Cheat: Pedestrians, Pedestrians Riot and Break Limbs Off cheat combination but with pedestrians replaced by zombies. (Not that hard to implement?)
OPTIONAL RESPRAYS
I want a red Inferno.
Martin Sargent
Via e-mail
BECOME A MOB BOSS YOURSELF
After reaching a certain amount of cash, you should be able to employ small-time gangsters yourself and become a mob boss. You could create your own gang name, logo, hideout and most importantly, you should be able to carve out your own reputation.
MORE REALISM
A more interactive game world wouldn't go amiss. The ability to walk into any high street shop and hold up the person behind the counter would be a bonus.
MORE PEOPLE
More than one playable character – around six characters of mixed race and gender. Then, after choosing the 'street wise guy who wears a long coat with its own physics', the

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 DEFINING MOMENT

#24: TIMESPLITTERS 2

Your guide to this month's key event finds a new home here in Letters. Prepare for that spark of genius that can only be PS2...

TIMESPLITTERS 2? BUT IT'S ONLY A SEQUEL.

But *what* a sequel. Of all the games we played at E3, nothing left an impression like Free Radical's FPS. Unarguably, the original was the finest multi-player experience on PS2 – but now it's even better, with the added bonus of a formidable single-player mode.

Why should I be excited?

If the prospect of torching your mates, snagging a minigun and mowing them down doesn't fill you with glee, sell your PS2 and take up – ooh – macrame.

What's so different?

The enemy AI makes a refreshing change from the usual plodding automatons. If you miss an enemy, they won't stand around, but will leg it over to shoot you silly. Guards make devious use of terrain, so you can't just thrash through the single-player – progress requires patience and tactics. The explosion-packed dam level might just out-Bond *Goldeneye*.

So what's the defining moment?

Simple – multi-player heaven. As well as ultra-fast four-player action, expect eight-player single screen i-Link and full on-line compatibility. It's a single player game to rival *Half-Life* twinned with the most compulsive multi-player thrills this side of *Pro Evo*. We're gnawing our thumbs in anticipation...

Send in the moments you think define the PlayStation 2 experience and we'll print up the best in the mag...

2. The cars are like mindless drones, constantly following the developers' programmed racing lines through every race. It's so predictable – just stop and watch them go round, they won't move one millimetre away from the line they took in the previous lap!
3. The underparts of the cars are just plain old black.
4. There's no fun multi-player options – just the i-Link which, I'm sure, nobody's going to use unless they're stupidly rich.

I'm sorry to have to moan at your most treasured game, but I feel it wasn't worth the £40 I forked out.

Jack Rooney,
Via e-mail

Fair enough, Rooney old son. We've repeatedly pointed out that the fact that the cars don't receive damage as being a little frustrating, but that's down to the car manufacturers really. Black underparts? Don't care.

RAM SANDWICH

Dear PSM2

I'm sick to death of how people keep going on about the power of 'next generation' consoles. People never seem to see the big picture. There's no point in having lots of RAM, ROM and MHz, if there's only a few games that utilise these capabilities.

Consider *MGS2*. For all the criticism it got, it's still the best game I have ever played in terms of graphics and gameplay. I couldn't want for more (except maybe a little more Solid and a little less Raiden).

The problem isn't the amount of power these machines have, it's the lack of enthusiasm and imagination from the game developers. Granted, I'm sure they'll be worried about budgets and release dates, but I would happily wait an extra year for a game if it meant it was going to be mind-blowing when I finally got to play it.

After all, the machine is also a DVD player with Dolby Digital support...

Steven Bingham,
Dundee, Scotland

You've put a smile on the face of the developers tucking into PSM2. It's all the excuse they need to sit around stuffing Wheat Crunchies down their necks instead of knuckling down to some good hard graft...

DON'T WRITE TO PSM2 WITH... WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

TERRY RATCHET

Dear PSM2

Look carefully at the screenshots of Ratchet in Overload last month and you'll see there's a robot latched onto his back. Could this be Clank?

Andrew Barron,
Via e-mail

D'you know, you may be right...

UNLOCKY FOR SOME...

Dear PSM2

Where abouts is the Easter Egg on your new DVD? I've spent ages trying to find this 'secret footage' and it's beginning to do my head in.

Phillip Moyles,
Via e-mail

Ah, yes, it was particularly well hidden on the last disc, wasn't it? See pg5 for the truth...

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA: Vice City
MGS2
PSM2 DVD
PS2 HDD
Piss-poor games

final five missions ... Street, Somerset

SEXY DEATH ... Missions where you

torture people using ... construction vehicles

such as JCBS, cranes, ... style final mission.

NEW WEAPONS 'Non lethal' net ... BBQ the citizens. ■ David Appleton Via e-mail

POLICE CHASES Ones which don't involve you TRUCKS We'd like petrol ... enable you to blow

buildings up) and car ... cars to the hideout). ■ Darren Bowman & Scott Freeman No address supplied

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PSM2

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Jonathan 'blind mice' Bryant
Esther 'buses' Woodman
Joel 'musketeers' Snape
Daniel 'bears' Dawkins

Dan 'ring circus' Griffiths
Adrian 'PO' Lawton
Chris Stocker

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR

OUT UK LATE 2002

STAR WARS BOUNTY HUNTER

"WE'VE SEEN JANGO DO SOMERSAULTS AND BUST CAPS FROM BOTH HANDS"

He fights Jedi, collects Wookie scalps, and the most powerful army in the world shares his brain. Can LucasArts *possibly* do Star Wars' coolest character justice?

MAKING EASTWOOD A STAR: Joel Snape

Fearless. Ruthless. Relentless. Rubbish? Based on screen time and body count, there's nothing massively impressive about the Fett family. Take Boba – looks moody, says about five lines, ends up victim to a slapstick routine involving a blinded Han Solo and a giant sandy mouth. Then there's Jango – for the sake of those who haven't seen it yet, let's just say zap, vwoosh, thwunk.

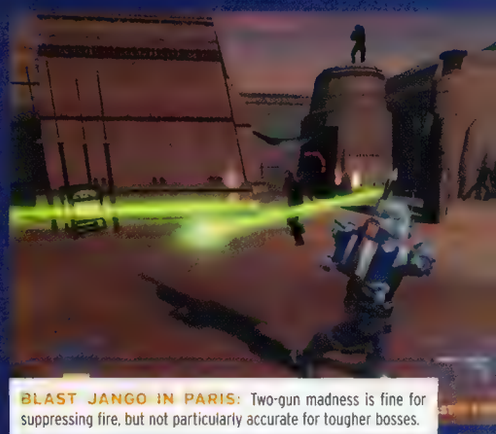
Still, there's something irresistible about them. They don't need some pseudo-religious piffle and a high midichlorian count – just a suitful of clever weapons and a cool hat. They don't have to live the lady-free life of a Jedi – but they don't end up pasty-faced and wrinkled like the Sith Lords. Short of playing PSM2 dream projects *Han Solo: Intergalactic Smuggler* or *Darth Maul: Monosyllabic Hardnut*, we can't think of anyone we'd rather be. And what have we had so far? *Masters Of Teras bleedin' Kasi*, where Boba regularly gets his helmet kicked in by Leia in a lame-bikini.

It's time for the Fetts to get their due, and *Bounty Hunter*, Lucasarts' latest inter-film take on Star Wars, is set to make Jango more popular than his brief film career (zap, vwoosh, thwunk) ever did. It's a third-person action-adventure, with the emphasis on the action. Thankfully, the jetpack isn't restricted to bonus levels. "The game is based around jet-packing all the time," says Lucasarts' Tom Byron. "It's useful in combat and exploration. It allows the player to outmanouvre enemies, make leaps of over 20 metres, and ascend obstacles. I love to light it up, lock onto a group of scumbags, circle around them and send a missile right at the bunch, sending them all flailing into the air and over an edge thousands of feet below." Nice.

INFO
- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Action-adventure

ANTICIPATED FEATURES
- 18 levels set across six different worlds.
- More than 100 creature types from the Star Wars universe.
- Jet-pack flying.
- More than ten weapons.

WHERE IT'S AT...
- We've yet to have a proper go on it, but their ruthless scheduling guarantees it'll be out on time.



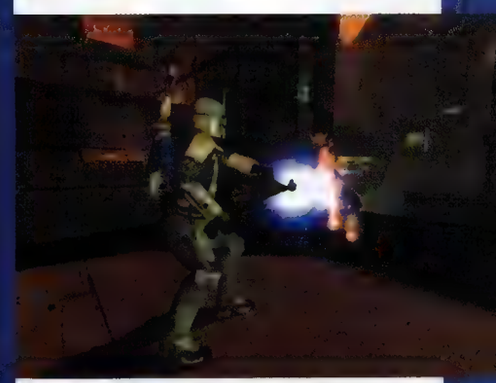
BLAST JANGO IN PARIS: Two-gun madness is fine for suppressing fire, but not particularly accurate for tougher bosses.

NO MATCH FOR A GOOD BLASTER

Hokey religions and ancient weapons, that is. Jango's got a trouserful of cutting-edge kit secreted about his person, and he'll unlock more of them as the game progresses. Combat's handled through a balance of auto-targeting, selective targeting and manual aiming, depending on your circumstances and what you're using. It'll take more than a bolt gun to polish off Montross, mind.

IGNITE SWEETHEART. Nice lighting effects on the flame-thrower, too. But where does he get the petrol?

MISSILE WHILE YOU WORK: Note the similarity to the blasts given off by Slave One – hope there's a decent sound effect.



BLAST ORDERS: Jango picks up bigger, more brutal weapons as the game progresses – even if they're not so easily concealed.

MARKS, JET FETT, GO! See the display down the bottom left of the screen? That fuel's the only limiting factor on your flight.

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

AUF WIEDERSEHEN FETT: Here Jango's using the character-specific lock-on mode to do his adversaries as they enter.

Jango's other weapons include his dual blaster pistols, missile-equipped backpack, flame-thrower, toxic darts and a sniper rifle. A wrist-mounted laser cutter means you'll be able to slice through door locks rather than arsing about with key cards. The rope-launcher will enable you (theoretically) to take your bounties in dead or alive. Although auto-targeting's the simplest option in gun-battles, you can make it even more selective – or even turn it off entirely – for precision manual aiming with grenades and flame-throwers. "Anyone can play Jango easily at the beginning," explains Tom. "But, by the end, skilled players will have learned to combine the vast repertoire of stunts and moves that Jango can perform."

We've already seen Jango do somersaults, bust caps from both hands and, um, tip-toe – but is it just going to be *Devil May Cry* in a Mandalorian helmet? "*DMC* was a great-looking beat-em-up shooter that was more or less on rails," says Tom. "*Bounty Hunter* offers much more freedom of movement and open environments." In fact, movement through each of

ANATOMY OF A HUNTER

"Jango's weapons and power-ups are doled out over the course of the game," explains Tom. "But the jetpack, wrist cable, cutting torch flame-thrower and dual blasters are all available in the first chapter."

Crikey – so what *else* is there? We rifle through Jango's pockets for a cheeky first look at his new toys.

TARGET THINGY
Contains infrared scope and sensor array – although in *Bounty Hunter* it serves as the excuse for a target lock mode that comes in very useful when you're blasting about in a jet pack.

MANDALORIAN HELMET
Sees in 360° vision-o-rama, and contains noise amplification technology that'll pick up on, say, a trigger being pulled.

WRIST GAUNTLETS
Including Lanyard rope-tangler, rockets and retractable blade thingies for when combat gets close and personal.

JET PACK
Available in 16 of the game's 18 levels – limited fuel and power stops you abusing the jetpack, but there's a pick-up that effectively doubles its range. Also packs a missile launcher in the film...

BLASTERS
The classic bolt-firing Star Wars weapon. Jango's famed for packing two of them, and he'll be able to lock them onto separate enemies – Lara Croft-style – or concentrate his firepower on one difficult opponent.

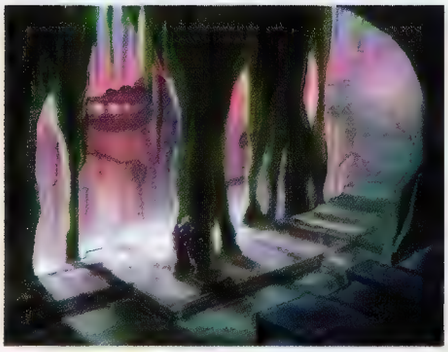
KNEEPADS
Boba's concealed rocket-dart launchers – possibly for those under-the-table standoffs with Han Solo in the Mos Eisley Cantina. But, jeez, how would the targeting work? What if you were running?

JAWA TO THE PEOPLE: You'll come across the murky sand-dwellers – as well as Tusken raiders – on Tattooine.

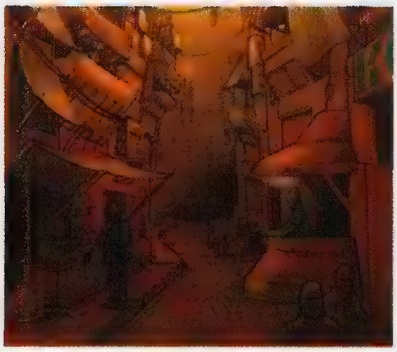
EDGAR ALIEN POE: Expect to see plenty of familiar species from the original trilogy – like hammerhead here.

LOOK AT THE SIZE OF THAT THING!

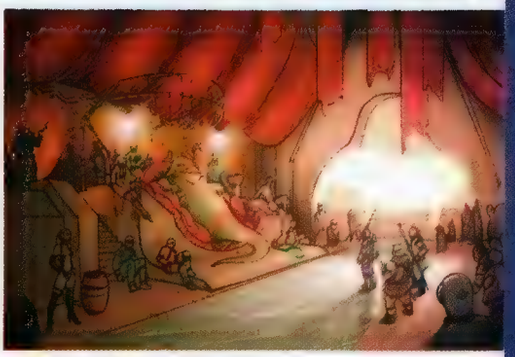
It's not often that we include (tch) concept art of (gah) landscapes – after all, there's nothing duller than staring at a great big lovingly rendered expanse of nothing that might – *one day* – be packed with things to set on fire. Here, though, it's a telling insight into the possibilities of exploring hitherto undiscovered areas on Coruscant, Bespin, and corners of the Star Wars universe never explored before...



VINE OF THE TIMES: This place is known as Sniper's Alley. For some reason. Maybe it'd explain why Boba's sneaking about, though.



LIKE THE WAY YOU MARKET: Trundle round Tattooine, and you'll see plenty of scum and villainy.



HUTT ME BABY: This is Gabdulla The Hutt's palace. He's completely different to Jabba. Apart from the servants and dancing girls.

"BOUNTY HUNTER OFFERS MUCH MORE FREEDOM OF MOVEMENT AND OPEN ENVIRONMENTS"

Tom Byron, director of product marketing, Lucasarts.

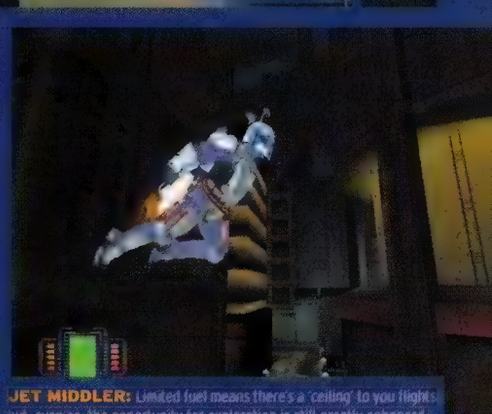
NOW YOU SEE HIM... We're dying to find out it, and how LucasArts plan to implement the Mandalorian helmet vision.

EISLEY DOES IT: Do you get to hang with the Cantina band and – ahem – armless aliens? Let's hope so.

the worlds is free-roaming, in that you can go anywhere you want. Boba's only real hunting mission is to bring in the leader of the Bando Gora cult – other secondary bounties turn up during the game, but they're not part of the central story.

Slightly upsettingly, you won't be beating up Wookies, thumping Padawan learners or encasing smugglers in carbonite, as Tom reckons: "Hunting down Jedi would be pretty boring for a game based on ranged combat." There's still some lightsabre action though, with the plot focusing on the hunt for a deranged former Jedi who wields two lightsabres at once. You'll also also be tracking down assasins, mercenaries and monsters. There'll be more than 100 creatures, including Krayt dragons and hopefully a Rancor or two. Expect to see plenty of familiar locations – the 18 levels span six worlds including a maximum security prison, Coruscant and Tatrooine. Plus, the all-important Star Wars continuity ensures that you'll learn more about Jango as the game progresses – it'll tell the story of how he was selected to become the father of the clone army. Temuera Morrison and Leeanna Walsman ▸

"JANGO'S OTHER WEAPONS INCLUDE HIS TRADEMARK DUAL BLASTER PISTOLS, MISSILE-EQUIPPED BACKPACK, FLAME-THROWER, TOXIC DARTS AND A SNIPER RIFLE"



JET MIDDLER: Limited fuel means there's a 'ceiling' to you flights but, even so, the opportunity for exploration is still greatly enhanced.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION [illegible]OR YOUR EXCLUSIVE PLEASURE...

CLONE WARS

Ever since *Jedi Arena* on the Atari VCS, Star Wars games have varied massively in quality – but there's evidence that they're improving on PS2. PSM2's Probe Droid O' Truth sorts the Jedi masters from the games that were just taking the Sith...

THE LIGHT SIDE

STAR WARS: JEDI STARFIGHTER

A Jedi Starfighter being the cheesecake-style purple wedge from Episode 2, rather than the banana/catamaran hybrid piloted by little Jake Lloyd in The Phantom Menace. Marginally better than the original, thanks to the inclusion of Jedi powers and an X-Wing.

STAR WARS: STARFIGHTER

Not as good as *TIE Fighter* on the PC, but still a fairly dramatic accompaniment to Episode One – even if it doesn't include any characters you're likely to care about.

DARK FORCES

Excellent FPS take on the license, with loads of Stormtroopers to pop and a bit with the trash-compactor tentacle monster. Bettered on the PC sequel via the inclusion of projectile-deflecting lightsabres and Jedi abilities like the Force Choke and Furniture Chuck.

STAR WARS DEMOLITION

Bizarre Twisted Metal-style combat game involving Jabba The Hutt throwing a tournament entered by Boba, Quaaga The Wookie and several other characters only recognisable to obsessives. Worthwhile, if only because you got the chance to ride a Rancor.

STAR WARS EPISODE ONE: JEDI POWER BATTLES

Some solid ideas – loads of Trade Federation droids to smash, and laser-blocking – let down by an infuriating jump system that cost us more lives than the final confrontation with Darth Maul.

MASTERS OF TERAS KASI

The intriguing premise of pitting Han Solo against Darth Vader quickly gave way to a turgid mess where you literally *couldn't win* if you had less than half energy and your opponent's super attack was charged up. *Star Gladiators* was much, much better.

STAR WARS EPISODE ONE: THE PHANTOM MENACE

By-the-numbers third-person slog through Episode One, with rubbish controls and no imagination in evidence whatsoever. Bah.

SUPER BOMBAD RACING

It's Star Wars! It's kart racing! It's *Super Bombad Racing*! But is it, by any chance, a cynical cash-in where the appeal of listening to Yoda shout catchphrases and seeing Darth Maul with a disproportionately large head falters after two laps? Um, yes.

REBEL ASSAULT 2

Just when we thought that *Night Trap* on the Mega CD was a momentary stumble in the trek towards graphical realism, along came this PSone effort. Thankfully, we've learned since then that FMV with a crosshair wobbling past it isn't any substitute for solid gameplay.

THE DARK SIDE

reprise their Clones roles as Fett and Zam Wessel – even *Crash Bandicoot* veteran Clancy Brown pops up as Jango's rival Montross. For the first time, other branches of the Lucas empire are contributing their own expertise, with Skywalker Sound handling proper foley effects – clanging bits of pipe off cables for the lasers, that sort of thing – and Industrial Light And Magic producing the cut-scenes. The score is a combination of John Williams' orchestral genius with made-for-the-game interludes. Finally, we had to ask – will you be able to use Slave 1, with Dolby 5.1 crashing past from those seismic charges? "Slave 1 does have a prominent role... but the ship won't be a flyable craft." Dang.

So is it going to be any good? Well, at the moment *Bounty Hunter*'s looking like *Tomb Raider* with ▸

FETT LOST: Mind you don't clang off that bridge, though. Oof! Eh?

COUNTY HUNTER: See Dooku on the left there? He's dead important to the plot.

FETT IT BE: But is he wearing the same armour as his son? We don't understand.

FETT OF THE LAND: Let's hope these huge-looking environments are a bit more interactive than Spider-Man's.

"WHETHER YOU'LL REALLY BE CAPABLE OF DMC-STYLE MASTERY BY THE LATER LEVELS, CAUSING HAVOC WITH EVERY AVAILABLE LIMB, REMAINS TO BE SEEN, BUT WE'RE HOPEFUL"

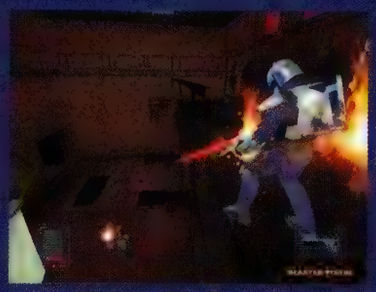
the puzzles taken out – not, of course, that there's anything wrong with that. The graphics are classy, the story's – well, the story involves Star Wars. So, it'll live or die by its control system. Whether you'll really be capable of *DMC*-style mastery by the later levels, causing havoc with every available limb, remains to be seen, but we're hopeful. Though the appeal of scissoring droids into chunks faded quickly in Power Battles, the array of weaponry and inherent coolness of the character is almost certain to make this great. Not that it'll stop us petitioning George for that Darth Vader license... PSM2

Bounty Hunter's down for a autumn release Stateside and UK-side at about the same time

FETT TO DROP: Hopefully there won't be any frustrating land on the tiny platforms without much fuel sections.

SLIPPERY WHEN FETT: Master Jango's moves, and you'll be able to dodge laser fire with a cheeky side-roll.

NEON BRITTEN: All those symbols around Coruscant can be translated, y'know, if you really don't have anything better to do.



GAME, FETT AND MATCH: There are lots of good action-adventures heading the PS2's way. How'll it fare?

FETT 'N' WILD: When lights *really* kick off, there's an impressive volley of laser fire.

A LONG TIME AGO...

In Star Wars chronology, *Bounty Hunter* takes place between episodes one and two – 32 years before the events of A New Hope. That means most familiar characters won't won't appear – but we're promised cameos from a couple of famous bounty hunters, as well as explanations of how Jango met Zam Wessell, why he wanted a son – and why Darth Tyranus got in contact with him...

DENGAR
Used to be a swoop racer until Han Solo beat and disfigured him. Enlisted by the Empire, who tinkered with his brain to make him angry.

IG 88
A kill-bot who surprise – turned on his creators, reprogrammed his brothers and went on a rampage. His only weakness is rust. Probably.

BOBA FETT
The most feared bounty hunter ever. Numbers trying to tie up a man clearly carrying a lightsabre among his greatest achievements.

BOSSK
Another bloke who hates Han Solo, thanks to the Corellian's sabotaging of one of his early Wookie hunting missions. Unfeelingly cruel.

4-LOM
An ex-security droid who started nicking things off his employers thanks to a bug in his AI, then kept doing it for kicks. Nice welding mind.

ZUCKUSS
Known as 'The Uncanny One' due to his ability to track down fugitives. Also allergic to air. Zuckuss owns a fine collection of knives.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

GLAD TO THE BONE: Expect three-a-side scraps – but they're all turn-based, sadly.

GLAD AS I WANNA BE: That's Valens on the left – looks twee, but he's absolutely nails.

OUT UK SPRING 2003

GLADIUS

We who are about to die, salute you, um, Activision...

Picture it – beardy, surly, Russell Crowe meets, erm, Pokémon in a stylised, RPG rendition of the Roman's most popular bloodsport. What with *Circus Maximus* (pg 38) and *Barbarians*, it's never been better for closet axe-wielders – but this one's a more cerebral take on the genre.

Rather than being trident-fodder yourself, you take on the role of heroes Ursula or Valens – following different storylines – as they recruit and train a gang of warriors for a series of tournaments. The heart of the gameplay's about raising a stable of warriors from a choice of more than 100 character types and 16 character classes, improving their abilities and sending them out into the arena. The witches of the Galdr class can sing magical songs and chants, the Peltast school are good at chucking javelins, and the Imperial Legionaries are really hard. Combat's largely turn-based, but features a golf-style swing-o-meter to enhance the head-splitting.

Oh, *go on* then – the plot's about an attempt to revive an evil deity, and the lead duo trying to stop them but, thankfully, you'll be able to take your team beyond the 36 hour story mode. The tournaments continue across 12 arenas, and you can pit your clan against up to three mates at once. At our signal – unleash hell! **PSM2**

Gladius looks on course for a release in spring next year.

GLAD AS A HATTER: Expect a corrupt emperor who's bent on destroying the world.

YOU'VE BEEN GLAD: And what about those flames, eh? Magic and gladiators? Silly.

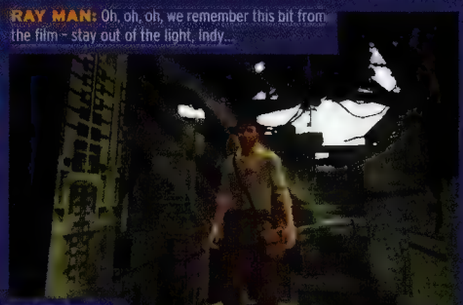
ANTICIPATED FEATURES

- 100 character types. 16 character classes
- 12 arenas, 20 non-tournament areas to wander around in
- Magic spells. Although it's not entirely within the spirit of Gladiatorial combat

WHERE IT'S AT

- If only it wasn't turn-based – and didn't include magic. Still, could be worth a look

EDGING YOUR BETS: Indy's facial likeness and mannerisms are faithfully recreated.



RAY MAN: Oh, oh, oh, we remember this bit from the film – stay out of the light, Indy...

OUT UK LATE 2002

INDIANA JONES AND THE EMPEROR'S TOMB

Whip-crack away with the only cool archaeologist.

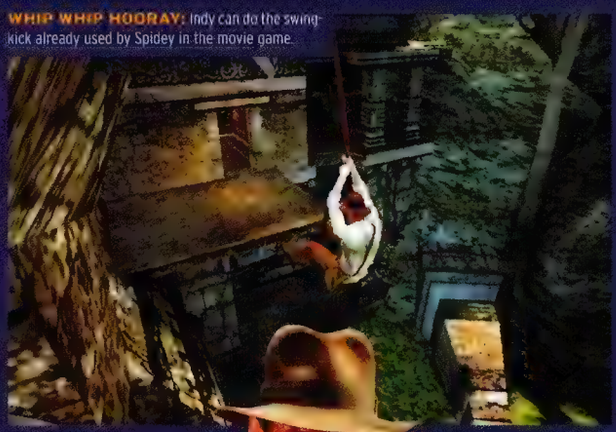
Dr Jones is a tricky one for developers. With third-person grave-robbing already monopolised by Lara, the two options available – beat her at her own game or get some chest implants – don't seem feasible. *The Infernal Machine* was the first game to try the former option, and scuffed it. Can this fair any better?

The Indy checklist at least is solid. It's got a mysterious artifact, a pretty lady, deadly traps and exotic locales. Most importantly, it's also got plenty of Nazis to thump – the combat system is one area where we're expecting great things. Don't despair if you're a *Raider* fan, though – there'll also be swimming (ooh), climbing (aah) and, possibly, a bit where you find a bronze key (hmm).

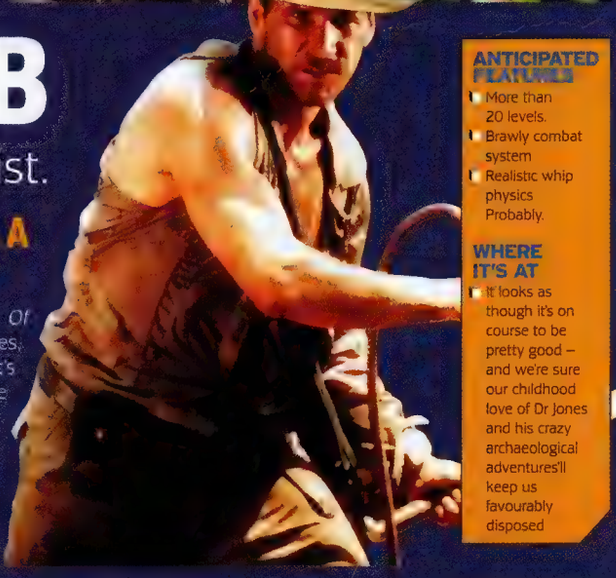
"IT'S GOT A MYSTERIOUS ARTIFACT, A PRETTY LADY AND DEADLY TRAPS"

Does it honestly stand a chance against the forthcoming *Tomb Raider: The Angel Of Darkness*? We'd like to say yes, but we still reckon it's destined to be one for those who crease up at the words "Bad dates." Which is fine by us. **PSM2**

Indy'll be whipping up a storm on PS2 at the end of the year.



WHIP WHIP HOORAY: Indy can do the swing-kick already used by Spidey in the movie game.



ANTICIPATED FEATURES

- More than 20 levels.
- Brawly combat system
- Realistic whip physics Probably.

WHERE IT'S AT

- It looks as though it's on course to be pretty good – and we're sure our childhood love of Dr Jones and his crazy archaeological adventures'll keep us favourably disposed

MARS ATTACKS: No word on whether you'll be able to bounce in low-gravity bits.

OUT UK EARLY 2003

RTX RED ROCK

It's red, it's rocky - it's full of aliens. Why do people go to Mars?

Routine reconnaissance missions, eh? They're never 'routine', unless you count an alien invasion kicking off during *every single one of them* as mundane. Take major Eugene Zeno Wheeler – one minute he's out looking for red rocks – the next he's picking up distress signals.

Fortunately, EZ Wheeler has been selected for his intelligence and is stuffed with more prosthetic upgrades than Lee Majors. His right arm's both a tool and weapon, and his synthetic left eye can be used to locate hidden aliens, identify traps and uncover power-ups.

"HIS SYNTHETIC LEFT EYE CAN BE USED TO LOCATE HIDDEN ALIENS"

RTX ON THE BEACH: That laser eye's sure to come in handy. Looks stupid, mind.

Joining him is digital sidekick IRIS. When inserted into ports on robots and alien craft, she allows players to take direct control of them. The game uses all of these in a rescue mission involving swimming, puzzle-solving and shooting. Eventually, you'll be caught up in an all-out attempt to retake the planet, thanks to the involvement of a group known as the Old Souls. **PSM2**

Red Rock is due to [illegible] the end of the year.

LASER SHARP: [illegible]

ANTICIPATED FEATURES

- There'll be four multi-player environments to complement the ten in the main game
- Two-player split-screen battle mode, with Capture the Flag and Assault modes
- Vehicles and robots to pilot

WHERE IT'S AT

- With stacks of these games due, it's hard to see how this'll stand out

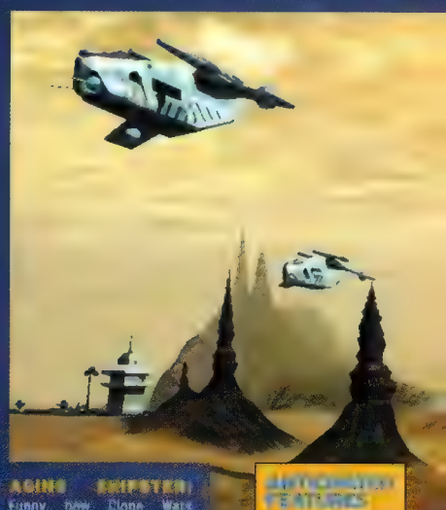
RED ROCK 'N' ROLL: [illegible]

AT-AT OF THE CLONES: Lots of the robots have been specially created for the game.

OUT UK LATE 2002

WING AND A PRAYER: Let's hope the aerial control mirrors *Starfighter*'s excellent system.

MACE COMBAT: He's the second-hardest Jedi ever – and you get to swing that purple sabre. Hmm.



AGING SPIFFER! Funny how Clone Wars vehicles look more advanced than New Hope-era ones.

STAR WARS THE CLONE WARS

Adventure? Excitement? A Jedi seeks not these things...

Starting at the end of Episode 2 – "Begun, the clone wars have" – this one sees you in Mace, Obi-Wan and Anakin's flappy robes, leading the Republic army in a bid to prevent Count Dooku from reassembling an ancient Sith weapon.

Which, in game terms, means: six worlds, 16 campaigns, 30 unit types and real-time strategy as developed by the people behind – erk – *Army Men: RTS*. Moving swiftly on, apart from controlling your squads, you'll be supporting them in vehicles like Republic tanks, Speeder Bikes, AT-SXs and gunships – and also, naturally, doling out third-person lightsabre justice on foot. A typical mission, for instance, might involve rescuing some troops in Mace Windu's assault tank – and then, when the close fighting kicks off, dismounting to detach some of those enemy heads. Standout moments we've seen so far include seeing Anakin in a rip-off of the classic speeder-bike chase from [illegible] watching swathes of Clone troops capturing a hill.

You'll also be able to play with up to three mates in Deathmatch, King Of The Hill and Conquest modes. **PSM2** Clone Wars ought to be a [illegible] Episode 2, the end of the [illegible] Star Wars films.

ANTICIPATED FEATURES

- Squad-based tactical combat – you can issue commands to your group using the D-pad
- Aerial and ground based combat

WHERE IT'S AT

- We're not massively impressed at the moment, to be honest – although troop movement's nice, it looks a bit like a cross between *Rogue Squadron* and *Starfighter*

PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES TODAY!

トクセンジョウホウ

プレビュー

WE SOW THE SEED, WE GROW THE SEED, THEN WE LEAVE IT TO DIE AND GO PLAY GAMES INSTEAD.

JONNIE

It's a circle of gaming life type thing. Each year starts with the fall-out from Yuletide, when we digest the remnants of autumn's store house. Then come months of frugal living and nights swathed in RPGs by the fire. But this soon gives way to the arrival of the festival of new releases we call Eastmas. After that we reach this time of year. Pages once laden with reviews are harvested before they become over-ripe while we visit warmer climes in search of transatlantic goodness. And before you can say "hardy perennial" it's the front-end of the mag that's festooned with unnatural bounty.

By now you've probably checked out E3's cornucopia of quality, and are wondering what can match it in this preview section. The answer? Nothing, really. It's a harsh reality, but summer is a dry and barren time for die-hard gamers.

But we're not the types to dwell upon the present. Oh no, just watch us hunt down the choicest cuttings from E3 to show off in these pages. Alan Titchmarsh, Charlie Dimmock, even you, Kim Wilde – you petulant temptress – sod your flower show, games are the true growing concern in these 'ere parts. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK OCTOBER

BATTLE ENGINE AQUILA

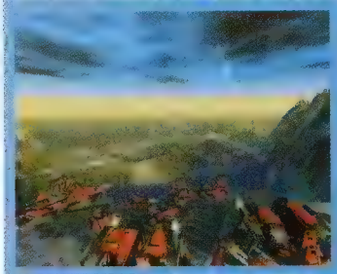
Lost Toys launches its *Starship Troopers*-esque strategy at E3, and gives PSM2 the first, tempting taster of global combat...

FOR EVERY job, there is undoubtedly a perk. For us it is playing good games first, for the average fast food server it is free burgers – safe in the knowledge that theirs don't contain drawing pins, pubic hairs or cancerous cow ovaries. It is such a perk which thrusts a menial dock loader into spearheading an intergalactic battle in Infogrames' lush new strategic action shooter.

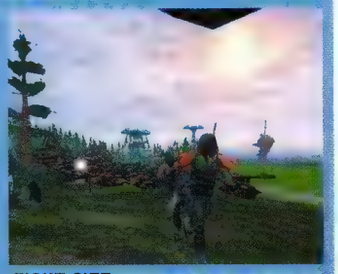
Coexisting in the game's lavish, visually face-slapping environments are two races – the Forseti and the Muspell. Despite an uneasy peace between the two colonies, a climatic change triggers an all-out war when

ATTACK OF THE DRONES

1



BEACHY DEAD:



FIGHT SIZE:

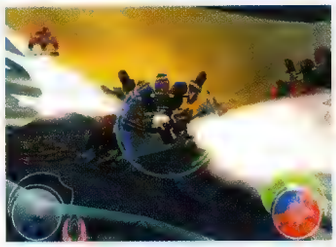
SWARM JUMPER:

BOMB THE BASE

2 Presiding over battle in your gargantuan Godzilla, you have to assist other key units in your army to turn the tides of battle in your favour. For example, if your aircraft are getting blown out of the skies during an attempt to bomb an enemy outpost, it's up to you to storm in and take out the gun emplacements. Do this and your wingmen will be able to proceed to the target and obliterate it. Job done.

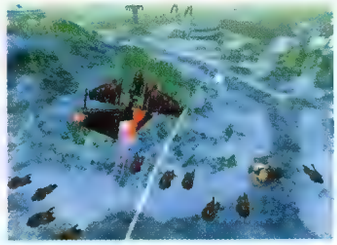
CARRIER BAGGED: It's a waste of time targeting the tanks here - go for the transport craft.

COAST HARD: The game stretches across a series of islands so you're never far from the beach.



ROBOT CARLISLE: These big boys are among the hardest units in the Muspell arsenal.

AIR-TO-MARE: The more battles you win, the better weapon configurations you get to use.



HIGHER SHOVE: Gain some height and you can see the whole battle unfold below you.

the oceans unexpectedly begin to rise, sparking a fierce feud as both clamber to gain control of the higher ground. The unlikely hero of the game is Hawk Aquila, an adolescent misfit who compensates his mundane job by breaking into the docks at night, along with other thrill-seeking dregs, to race the high-powered loaders he operates by day. Hawk's prowess on the underground scene doesn't go unnoticed, and when the hotshot pilot of the Forseti's new prototype war machine defects to the other side, guess who they draft?

The game is something of a Frankenstein's monster, born of previously realised ideas, influences and similarities. The plot sounds vaguely *ZOE*-esque, but with the relentless action of *Starship Troopers* (which Jeremy Longley, Lost Toys director, cites as a heavy influence), laced with the strategical structures of games such as *Power Monger* and *Syndicate*. But how does it work? "It's kind of like real-time strategy, where your own interface with the battlefield is your gun," states Longley. So, rather than commanding ground troops and plotting assaults by moving a mouse pointer around, your pointer is actually a heavily-equipped war machine which takes an active part in the ensuing warfare. You navigate the Battle Engine via a first-person cockpit view and must take out key problem areas to enable your comrades to progress through the battle field. It feels very similar in style to *Jedi Starfighter*, although Lost Toys is placing a lot more emphasis on the tactical decision making than on the all-out shooting.

"IF YOU DO WELL IN ONE MISSION, YOU'LL RECEIVE A HARDER VERSION OF THE NEXT"

"The most important factor for us is the balance of the AI. We want you, and the battle engine you pilot, to really make a difference to the way the combat unfolds," gushes Longley. This is where the tactical system comes into play. You have to help your troops achieve their objectives – keep them alive and they'll do more damage on your behalf. It's also something that makes your tactical choices unique each time you play. "The difficulty levels are self-balancing with a two-tier set up," says Longley. "If you do well in one mission, you'll receive a harder version of the next. Screw up and the game will automatically bump you back down to easy." Mistakes can be costly then but, thankfully, a rash decision can be rectified as you can unlock the ability to return to the difficult levels you previously missed later in the game.

With ex-Bullfrog artists in its ranks, if Lost Toys can somehow integrate the AI of *Populous* plus the slick flying mechanics of *Magic Carpet* then *Battle Engine Aquila* could well possess the perfect blend of forward-thinking strategy and brawn over brain action. Ultimately, the way you play is down to you, but the goal remains the same – win, whatever the cost. So how will *you* reach the finishing post? PSM2

Battle Engine Aquila will flatten a store near you this October.

PSM2 FIRST PLAY

AQUILA THE HUN

3

PLAN YOU KICK IT:

CROWD AND PROUD:

HAVING A CALL:

BASE JACKING:

BIG, AIRY SPIDER

4

Your versatile machine, which itself resembles a 40ft spider, possesses two modes of operation. It is at its most destructive on the ground, but it can also curl up its legs and take flight to hover around the battlefield taking out airborne threats. But use of this mode is limited by inferior weaponry and the continual draining of shields as spare energy is burnt in the process of keeping the battle engine's colossal bulk in the air.

AIR CRAFTY: Switching to the flying mode helps you weigh up what's happening on the ground.

AQUILA SLAMMER: Launch your guided missiles and you get to see the lovely con trails.

HANDS-ON VERDICT

5

As Lost Toys stress, this is one that'll win or lose on the strength of how the balanced the battle AI is. If it's all too easy to turn the tide with a couple of lazy shots, then where's the incentive to save your ground troops? If it's too hard, you're just going to end up frustrated, convinced that it's impossible to make any kind of difference. Good news is, the coders have somehow managed to get this vital factor right first time. Bound ahead of your troops, clear a path and your men will advance and cause greater damage against the diabolic Muspell. Get caught in a fire-fight, make a sloppy choice of targets and they'll overtake you, ploughing head first into a hail of enemy fire. And, as there's so many of these little scenarios dotted across the vast theatres of operation, you're destined never to be short of something to target.

You'll love it because...
You found *ZOE* too punchy, *Armoured Core* too thoughtless.

You'll hate it because...
FPS titles should never stray from corridor-based blasting

DVD ACTION
We're light on planet levelling ballistics this month but, next disc, we'll be showing this off as part of our post-E3 blow out.

ORIGINALITY ★★★
HANDLING ★★
PRESENTATION ★★★

BATTLE ENGINE AQUILA

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

FREAK -A-BOO

1 As well as racing and landing tricks, you also have to keep half an eye on the grinning meter in the bottom left-hand corner of the screen. It's divided into two halves with one representing your current level of boost while the other tells you how close to a Freak Out you are. When both are filled, jump, press all four buttons together and you'll preform on of the game's 'sick tricks'.

BOOSTER SOURCE: Tricks = Boost. Boost = Big Air. Big Air = Sick Tricks. Sick Tricks = Freak Out.

TAKE A BIKE: Another way of making sure you Freak Out regularly is buy unlocking better bikes.

EXPECTED UK JULY

FREEKSTYLE

Dirty great big dirt bikes from EA Big. Well, they needed something to get them back on track and this seems just the (speeding) ticket...

KA-RAZEEE characters, brutal bikes and multi-tracked levels the like of which haven't been seen since *SSX*. Yeah, we saw it back in March, and yeah we came away impressed but slightly underwhelmed. So what's happened in the interim to make us re-evaluate this muddy little wonder?

PSM2 FIRST PLAY

For a start EA, in its infinite wisdom, has chosen to do something unheard of in the hard-nosed world of development. Instead of cracking whips and churning out something substandard by deadline (no pointing at *Sled Strom* you lot) it's chosen instead to shovel money and time behind the Freekster to see if it can bootstrap itself into contention. And, guess what? Looks like the investment's paid out.

The early build we saw four months ago was an adequate racer, but it didn't spark any plugs thanks to unbalanced AI and lazy stuntage. Not any more. Now your fellow bikers pack in beside you, try and swat you out of the sky and generally race hard and smart. But the thing that's really grabbed us is how the track design now intermeshes with the game's robust trick system.

GNOME HELP: Bump these garden ornaments out of the way and gain extra destruction points.

You see it's all about mud, and hills. Muddy hills. Hilly piles of mud. Where once you could bounce over them without a care, now you've got to learn their evil, sticky ways. And, as with the conga, a sense of rhythm is essential. Plummet off a crest into a gully and you'll waste a gallon of boost struggling back out. Skim from crest to crest, pull a few tricks in-between, and your on-screen meters will overflow giving you an option to go for a track eating Freak Out. It's here, in this self imposed warp factor, that another excellent new feature becomes apparent. If you're skilled enough to keep tricking while 'freaking out', you can prolong your time in this *Burnout*-styled zone. Problem is, the longer you hang on in there the harder the tricks become. Just another factor in a detailed learning curve that starts the minute you learn you can tweak moves with a delicate tap of ⊡.

SUCKER: Countdown in the two-player mode sees you leaching points off each other as you race.

There's also the inclusion of three freestyle levels that make for an addictive distraction from straight racing (see Track Scoot), as does the new two-player tag mode – even if it has been lifted from *Tony Hawk's*.

So, you want speed? You got it. You want a detailed trick system? You got it. You want an all-over polish that matches the Turtle Wax finish of *Tricky*? Well, you're just going to have to wait till July to see how this shines up against its older sibling. **PSM2**

We'll have this in, stripped and rebuilt, before you can tickle your kick start.

"YOU SEE IT'S ALL ABOUT MUD, AND HILLS. MUDDY HILLS. HILLY PILES OF MUD."

SLAP AND TRICKLE

2 Character trick sets are dictated by three factors: each rider's personal style – they all have their own signature moves – what bike they're currently riding and how much they've managed to improved their stats through winning races. Plus, every move you attempt can be tweaked by either slapping the analogue sideways or by holding ⓡ. It all mounts up to quite a repertoire and you'll spend an age trying to fill everyone's trick book.

FLY JAPER: You boost off ramps and hold down combos of the four shoulder buttons to trick.

MAD SHATTER: Destroying stuff, like these glass filled hoops, also increases your score.

SKY DROPS: Knowing where the big drops are means you're ready to get those combos in.

THE FREESTYLE SECTIONS: Are just one big excuse to do stunt-barmy

TRACK SCOOT

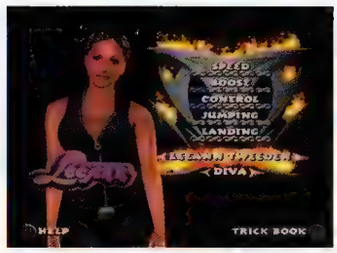
4 Six straight race tracks and three freestyle arenas means there's a whole lotta territory to rip across. And, in true *SSX*-style, they've all got unique themes and a pile of local hazards to send the unwary spinning over the handlebars. Rolling rocks, rocket launches, garden gnomes (eh?) and mud. It's all stacked against you from the off.

MONUMENTAL PARK: A spectacular destruction opportunity with the flaming hoops.

ROCKET GARDEN: Looks like a NASA launch pad with a yard of hardware to pogo off.

BURN IT UP: A wooded level in the middle of a natural disaster. Forest fires, falling trees and boulders litter the track.

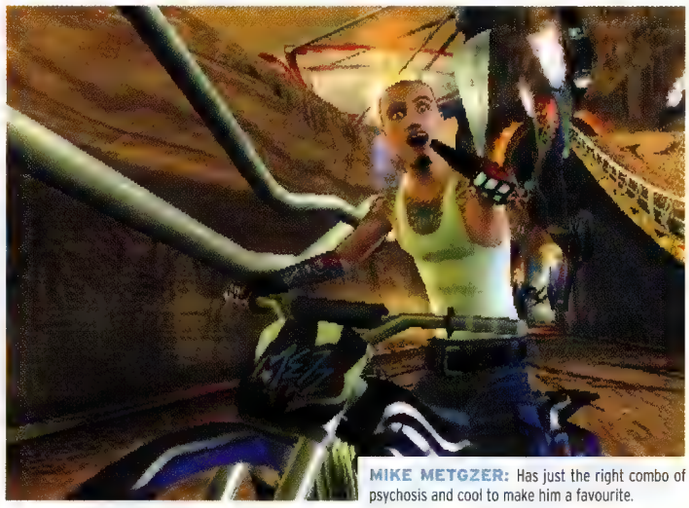
DVD ACTION
No swift kick in the Nak Naks this month, but we'll make up for the shortfall with a trailer AND developer interview next disc.



LEEANN TWEEDEN: Host of sports channel Blue Torch, and recent nork outer for *FHM* US. Nice.

WHO RIDER

3 There are eight unlockable riders in the game all sprayed with more attitude than Alex Ferguson and all zippier than a ankle length kagool. Plus, they're perpetually shouty whether in company or alone and, like the *SSX* crew before them, that can all have their stats cranked through repeated victory. They're also modelled on real-world motorcross riders so any passing fans of the US branch of the sport might find they're getting their hands on some familiar faces. The majority of British gamer's will inevitably draw a blank though.



MIKE METGZER: Has just the right combo of psychosis and cool to make him a favourite.

'MAD' MIKE JONES: As with everyone else he comes with three different outfits. This is High Roller.

STEFY BAU: Current woman's champion in the US, Ms Bau does this stuff for real.

HANDS-ON VERDICT

5 The only reservation lingering like the smell of old trainer, is the fact that the trick system still doesn't seem to be as intuitive or as rewarding as that of *SSX*. That said, the emphasis on achieving and sustaining Freak Outs really pushes your skills to the limit. Plus, the satisfaction of seeing your tyres and exhaust spit fire while your speedo leaps into the red, immediately elicits idiot grins all round.

You'll love it because...
You felt *MX 2002* skimped on the tricks

You'll hate it because...
You only see a sub-*SSX* racer no matter how hard you look.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
  Extreme Racer

ANTICIPATED FEATURES
- Eight riders to shunt through the mud.
- Six tracks and three arenas just begging for the bite of your tyres.
- Four difficulty settings – although, even on Rookie, things are still hardcore.
- A total of 32 bikes to unlock with each of them having completely unique stats for speed, landing and boost.

WHERE IT'S AT...
So finished we're surprised that it's not reviewable right now.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK JULY

HAIL GEEZER: Riding a chariot is a two-man job, so you get supplied with a sidekick to help steer/hack.

BEN HURRRGH: Chariot racing is very much a dog eat dog world, so get ready to dole out a spot of maimage.

SWING LOW, SWEET CHARIOT

1 There's not much subtlety when it comes to the close-quarter fighting as there is a block, a low and high attack and a power-up attack. The latter requires precise timing but is a guaranteed knock out blow.

CIRCUS MAXIMUS: CHARIOT WARS

A beat-'em-up on skates! A backy with blades! Jockey's with javelins! It's racing to the Maximus!

IMAGINE Colin McRae flooring it through the countryside, but instead of co-driver Nicky Grist giving directions and unwrapping the travel sweets, he's on the bonnet stripped to the waist and swinging a pitch fork at anyone that tries to get past. Sounds pretty sexy, don't ya think?

Well that's what Circus Maximus is – minus McRae and the rally cars and replacing them with chariots, horses and naked men in masks. It plays like Gladiator on wheels or more precisely, Road Rash in Roman times.

Taking the Career path you select a deadly duo of driver and fighter and race the through tracks in various ancient Europe locations. Win the races and you will be rewarded with shiny coins which can then be spent on upgrading your chariot. There are hundreds of different options to choose from to suit your driving style. For example, for the safe and steady, you're looking at a standard Greek nag; if you fancy a bit more 'oomph', you can go African; and if you have more *denarii* than sense, an Icenic chariot is strong, and good at cornering – it's the VW of its time.

DVD ACTION Fly Jove! We've got a hands-on preview of Rome's finest gallop-em-up on this month's DVD: Caesar himself would be proud of us

As each cart carries two characters you can have some interesting multi-player combinations. You can go head-to-head with AI drivers to concentrate on the fighting. Or have AI fighters. Or team up together – one with the reins and one with the weapon. But however you mix and match it, this is one bouncy, daft as Emperor Nero game. Whether it has enough substance to match it's messy action, we'll see next issue... PSM2

We expect Circus Maximus to be scything into shops by July...

"HOWEVER YOU MIX AND MATCH IT, THIS IS ONE BOUNCY, DAFT AS EMPEROR NERO GAME"

JOCK SCRAP: Get a few chariots nudging up together, and it all goes a bit *Wacky Racers*.

HANDS-ON VERDICT

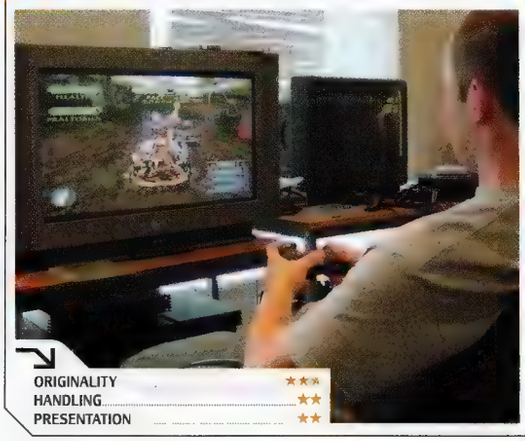
2 *Circus Maximus* is tricky to get to grips with, primarily as there's so much going on. You've got to keep the horses' stamina in check and keep the chariot on the track, while beating several shades of 'I Claudius' out of anyone who comes near you. It's a scruffy control system, utilising every button on the pad, but somehow it works. The gameplay's really raggedy round the edges too. There's just so much going on in the frame, but somehow you manage to make sense of it all. And it's impossible to wipe the inane grin off your face as wheel, reins and pony are sprayed across the screen every time you misjudge a turning. It's certifiably mad.

You'll love it because...

It's really daft and messy, kind of like a beat-em-up on wheels

You'll hate it because...

It's neither fish nor fowl: it's not a proper driving game, nor is it a *bona fide* beat-em-up. Falls directly between two stools, if you know what we mean...



ORIGINALITY ★★★
HANDLING ★★
PRESENTATION ★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

ASSIMILATE THIS.

STAR TREK VOYAGER ELITE FORCE™

The Enemy is everywhere, and that's where you come in. It's first-person-shooter action of the highest order – as you and your elite Hazard Team attempt to defend your ship and her crew from certain assimilation. Good luck, Voyager is depending on you...

RESISTANCE IS NO LONGER FUTILE

Team AI is made seamless by the Quake III Arena™ engine. Characters react and adapt to form a truly impressive fighting team.

An awesome arsenal of weaponry gives you a fighting chance against some of the most devastating aliens the *Voyager* crew has ever encountered.

The Quake III Arena™ engine generates textured, curved surfaces of staggering detail, bringing a variety of alien ships to life.

PlayStation®2

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Codemasters®

GENIUS AT PLAY™

www.codemasters.com

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COMING SOON

ONLY IN PSM2 TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 GRAN TURISMO 4: ON-LINE

News that you can try out cars before buying them across the Net guarantees this a second week in our top slot.

2 GTA: VICE CITY

Well, knock us down with a Buick and call us a pimp.. We told you it'd be at E3 and we told you it'd be excellent. Pg8 NOW!

3 TIMESPLITTERS 2

An all new demo playing in the office plus the allure of multi-player carnage just round the corner. Oh yeah...

4 MGS2: SUBSTANCE

Not an add-on, but a stand-alone title where you get to play as Snake throughout. There's a P45 in the post for Raiden then

5 STAR WARS: BOUNTY HUNTER

Eighteen gadget-packed levels full of Jango Fettness. Get on over to page 24 right now for a taste of paradise.

6 AUTO MODELLISTA

Another racer about to scream down your phone lines only, this time, with textures replaced by raw power.

7 TONY HAWK'S PRO SKATER 4

Levels without time limits, zoos stuffed with grinds, the ability to play tennis with your deck... Better by design.

8 SOUL CALIBUR 2

Out in the arcades as your read this and boasting 20 playable characters that include three fresh faces for carving.

9 ALIENS: COLONIAL MARINES

Fox, EA and PSM2. The eternal love triangle. Plenty of pain, little gain, but another E3 and it's still in contention.

10 TOMB RAIDER

Initial scepticism seems to have spilled beyond our pages, but more news from E3 could still win us round before Xmas.

OUR LEAST WANTED

You can take your title and...

LEGEND OF ALON D'AR

We've had an import copy stinking up the office for ages and it's still hasn't made it into the mag. Telling, eh?

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action	AA	Platformer	P
Action Strategy	AS	Puzzler	Pz
Arcade	Ar	Racing	R
Beat 'em up	Bt	RPG	RPG
Bowler	B	Shoot 'em up	S
First Person Shooter	FPS	Sim	Sim
Flight Sim	FS	Sport	Sp
Misc	M	Strategy	Str

JULY

Barbarian	Virgin Int	AA
Destruction Derby 4	Sony	R
Circus Maximus	THQ	R
Freekstyle	EA	R

GT CONCEPT

Finally we've got confirmation that there will be a different line-up of cars for the PAL version, including the VW Lupo GTI and the Jaguar S-Type R. Cool.

Le Tour De France	Konami	R
Legend of Alon D'ar	Ubi Soft	AA
Scooby Doo: Night of 100 Frights	THQ	P

AUGUST

Pac Man World 2	Sony	P
Mat Hoffman's Pro BMX 2	Activision	Sp

SEPTEMBER

Beach Soccer	Wanadoo	Sp
Big Mother Truckers	Empire	R
Conflict Desert Storm	SCi	AS
Crash	Rage	R
Curse: Eye of Isis	Wanadoo	AA

DINO STALKER

Accessible and whole lot more attractive than the earlier – and shockingly bad – code veronica shooter. Plus it lets you blast fossils in the face.

Dragon's Lair 3D	tbc	P
Good Cop, Bad Cop	Virgin	AA
Gravity Games	Midway	Sp
Gumball 3000	SCi	R
Hitman 2	Eidos	AA
Iron Storm	Wanado	FPS
Jimmy Neutron Boy Genius	THQ	P
Kelly Slater's Pro Surfer	Activision	S
Largo Winch	Ubi Soft	AA
Legia 2: Duel Saga	Eidos	RPG
Legion: Legend of Excalibur	Midway	AA

ONIMUSHA 2

Slicing through [illegible] at a frightening pace and bringing the bladed delights of Mr Jobel ever closer. And it's a PSM2 89 percenter as well.

Malice	Vivendi	P
MX Superfly	THQ	R
Need For Speed: Hot Pursuit 2	EA	R
Pride FC	THQ	Bt
Reign of Fire	Bam!	AA
Space Channel 5.2	Sony	B
Spyro: Enter the Dragonfly	Vivendi	P
Street Hoops	Activision	S

STUNTMAN

Still uncertain the [illegible] sessions will have lasting appeal but, as far as Driver stunt courses and arena battles go, we could be playing this for months.

Sum of All Fears	Ubi Soft	AS
TimeSplitters 2	Eidos	FPS
UFC Throwdown	Ubi Soft	Bt

OCTOBER

Robocop	Virgin Int.	FPS
Rocky	Rage	Sp
The Thing	Vivendi	AA
Twin Calibre	Rage	AA

NOVEMBER

Aliens: Colonial Marines	EA	AA
Batman: Dark Tomorrow	Vivendi	AA
Colin McRae 3	Codem'ters	R
Defender	Midway	S
Freaky Flyers	Midway	FS
Hot Wheels	THQ	R
LMA Manager 2003	Codem'ters	Sp
Mortal Kombat: Deadly Alliance	Midway	Bt

PROJECT ZERO

Another that's already [illegible] a lick of the reviews flash and [illegible] as well as admirable [illegible] Silent Hill 2-style carnage.

Rayman 3	Ubi Soft	P
Shaun Palmer's Pro Snowboarder	Activision	S
Splinter Cell	Ubi Soft	AA
Summoner 2	THQ	RPG
Tomb Raider: AoD	Eidos	AA

DECEMBER

Broken Sword: The Sleeping Dragon	Virgin Int.	AA
Falcone: Into the Maelstrom	Virgin Int.	AA

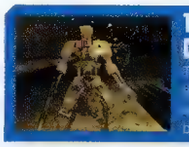
LATE 2002

Alpine Racer 3	Sony	R
Battle Engine Aquilla	Infogrames	AS
BloodRayne	Majesco	AA
Dinoz	Vivendi	Sp
Dinotopia	TDK	AA
Dr Muto	Midway	AA
Dredd Versus Death	Rebellion	AA
Ecks Vs Sever	Bam!	AA
Exo	Infogrames	AS
F355	Sony	AA

FUTURAMA

Fry's Turkish Delight [illegible] which squeezed out of another potentially brilliant license? Only developers Unique have the answer. Dont screw it up now...

GT Racing	Midas	R
H2Overdrive	Ubi Soft	R
The Lost	Ubi Soft	AA
Mercedes-Benz World Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R
Primal	Sony	AA
Red Faction 2	THQ	FPS
Riding Spirits	Bam!	R
Robotech: Battlecry	TDK	AA
Rogue Spear	Ubi Soft	AS
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Scorpion King	Vivendi	AA
Shrek	TDK	P
Starsky and Hutch	Empire	AA



TERMINATOR: DAWN OF FATE

Three characters, 20 weapons and yes, the basic premise [illegible] if they were stolen would be an understatement.

Superman	Infogrames	AA
World Sports Car	Empire	R

TO BE CONFIRMED

13	Ubi Soft	FPS
1906: Arctic Odyssey	tbc	AA
Ally of Justice	tbc	B
All Star Golf	Midas	S
Andy McNab	Rage	AA
Ape Escape 2	Sony	P
Austin Powers 2002	Take 2	AA
Auto Modellista	Capcom	R
Arc Legion	Capcom	RPG
Armored Core 3	tbc	S
Black and White	tbc	AS
Blade 2	Activision	AA

BRUCE LEE

Two years on and we're still waiting for a decent freeroam beat 'em up. They've got the classics down pat, maybe it won't be long before this one's close. Perhaps, this could ace it.

Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R
Burnout 2	tbc	R
Cauldron	TDK	AA
Club Football	Codem'ters	Sp
Crash	Rage	R
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Daredevil	THQ	AA
Dead to Rights	Namco	AA
Delta Force	Nova Logic	FPS

DEVIL MAY CRY 2

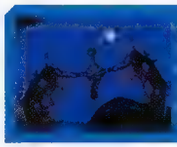
Woooah bad boy. Dante's back and we're aching to spread his wings and fly. Bad news is we won't be seeing it out in the UK until the start of 2003.

TONY HAWK'S PRO SKATER 4

ACTIVISION

Oh, and we forgot to mention the fantastic spine transfers – not as painful as they sound – they allow you to flatten the board mid-trick and send those multipliers stratospheric.

Dionakra	Midas	FPS
Disney Golf Classics	Capcom	Sp
Disney All-Stars	Konami	Sp
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dragon Ball Z	tbc	B



EVERQUEST

Your chance to [illegible] locations, meet the locals, rid them of their [illegible] things and generally help the community that one step closer.

Everybody's Golf 3	Sony	Sp
Football Manager	Virgin Int	S
Football Mania	tbc	Sp
Galerians: Ash	tbc	AA
Galleon	Interplay	AA
Ghostmaster	Empire	AA
Ghost Recon	Ubi Soft	AS

GLADIUS

A turn-based [illegible] battles and [illegible] Roman empire. Take a series of gladiators and lead them to victory, you say...

The Great Escape	SCi	AA
Gran Turismo 4: On-line	Sony	R
Grand Theft Auto: Vice City	Take 2	AA
Gungrave	tbc	AA
Gunslinger	Sony	AA
Hidden Invasion	Virgin	AA
Indiana Jones: Emperor's Tomb	Activision	AA
Iron Eagle Max	JVC	FS

JOJO'S BIZARRE ADVENTURE

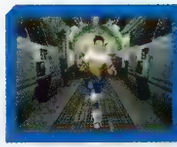
Doubling yourself [illegible] behalf. Bizarre indeed...

Jurassic Park: Project Genesis	Vivendi	Str
Kengo 2	Ubi Soft	AS
Kingdom Hearts	Sony	P
Legend of Kri	Sony	AA
Lord of the Rings	EA	AA
Minority Report	Activision	AA
Monster Rancher 3	tbc	Pz
Monopoly Tycoon	Infogrames	Pz

MEN IN BLACK 2: ALIEN ESCAPE

Alien prison crash [illegible] Earth releasing the scum of the galaxy. Now who you gonna call, eh? Who? WHO?

Metal Gear Solid: Substance	Konami	AA
Mission Impossible 2	Infogrames	AA
Mobile Suit Gundam	tbc	AS
Nightmare Creatures 3	Ubi Soft	AA
Ninja Assault	Namco	S
Okage: Shadow King	Sony	RPG
One Must Fall	tbc	S
Pac Man Fever	Sony	P
Pillage	tbc	AS
Rainbow Six: Raven Shield	Ubi Soft	AS
Race of Champions	Activision	R
Ratchet and Clank	Sony	P
Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
Rhapsody 2	tbc	RPG



RTX RED ROCK

A thoughtful blaster [illegible] where a [illegible] engineered [illegible] to [illegible] defend it from alien invasion.

Robin Hood: Defender of the Crown	tbc	AS
Rygar	tbc	AA
Sky Gunners	tbc	S
Seaman	Sony	Pz
Shining Lore	Sony	RPG

SHINOBI

And who said [illegible] rolling all their [illegible]? Reds go on a re-incarnation of the old scrolling fisticuffs you literally crawling the walls.

Shoot to Kill	Codem'ters	FPS
The Sims	EA	Str
Sly Raccoon	Sony	P
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Spin: Sprint Car Racing	tbc	R

STAR WARS: BOUNTY HUNTER

Fetter cheese? Not like [illegible] Star Wars character [illegible] keep him waiting!

Star Wars: Episode 2	THQ	AA
Stung	tbc	AA
Suikoden 3	Konami	RPG
SWAT: Urban Justice	Vivendi	AS
Team SAS	Rage	AS
Tenchu 3	Activision	AA
Templar	TDK	AA
Thunderbirds	SCi	AA
Times of Trouble	tbc	AA
Titanium Angel	SCi	AA
Total Immersion Racing	Empire	R
Transworld Surf	Infogrames	Sp
Tribes 2	Vivendi	AA

TUROK EVOLUTION

Daub the war paint, dig [illegible] Dinosaurs and [illegible] Turok Games [illegible] it [illegible] happy hunting grounds again.

Ty The Tasmanian Tiger	EA	P
Unreal Tournament 2	tbc	FPS
Virtua Tennis 2002	Sony	Sp
Virtua Cop 1&2	Sony	S
Virtua Golf	Sony	Sp
Way of the Samuari	Bam!	AA
Wild Arms 3	tbc	RPG
World Rally Championship 2	Sony	R
Wreckless	Activision	R
WWE Shut Your Mouth!	THQ	Sp
Xenosaga	tbc	RPG
X-Men: Next Dimension	Activision	Bt
X-Men: Wolverine's Revenge	Activision	AA
Zapper	tbc	Pl

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www.bam4fun.com

CAPCOM EUROSOFT
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www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay.com

KONAMI EUROPE
0208 582 5573
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
020 7938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
08705 998877
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-on-line.co.uk

Your first mission is to stay alive.

But on the beaches of Normandy, under heavy fire, that isn't easy.

And things become more hair-raising as you enter Nazi occupied Europe.

You can't afford to put a foot wrong. This is about self-preservation. And that's an order, soldier.

EA GAMES

www.uk.ea.com

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D-DAY. JUNE 6TH. 1944.

MACHINE GUNS,
SNIPERS, MORTARS, MINES AND GRENADES.
JUST WHAT YOU'D EXPECT FOR
A HERO'S WELCOME.

PlayStation.2

You don't play. You volunteer.™

PLAYSTATION 2 MAGAZINE

PSM2 REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

YOU KNOW IT, WE KNOW IT, BUT THE PUBLISHERS JUST DON'T GET IT. SECOND PLACE IS JUST FIRST LOSER.

JOEL

Copycat games – fine. Copycat games that're worse than the originals – well, you wouldn't, would you? Take candles, for instance – decent enough for illuminating things, but you'd be insane to expect them to score 90% as a light source after Edison came up with proper lights, wouldn't you?

Pigs bladders might've been all very well for a kickabout around Newgate prison in the 19th century, but these days you'd be insane to risk scuffing your toes against anything but a shiny Umbro BootMaster.

Smoke signals? Compared to text messaging, they'd barely scrape a 20.

But somehow, publishers think they can get away with producing games that are worse than *Thunderhawk* (*Fireblade*), *Bust-A-Groove* (*Britney*), or, um, *World Championship Snooker* (*Cue Club*) and stroll off with your readies. Grrr.

Thankfully, there's a 60 Watt bulb (see?) at the end of the tunnel, in the shape of *V-Rally* and *Aggressive Inline* – both retreading well-worn genres, but bringing enough originality in to justify their existence. That's all we ask. Anyway, we're off to pursue a bitter vendetta against Cake Review Quarterly. Their reviews're nothing more than a third-rate pastry-based knockoff of ours... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

>REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting.
- **HAVING FUN WITH:** Tiny plastic men.

You can't tell, but Dan's had a haircut. "I lost all my strength" chirps the Welsh spice-smuggler, "but it was worth it to look that little bit more like Han Solo."

RICHARD OWEN

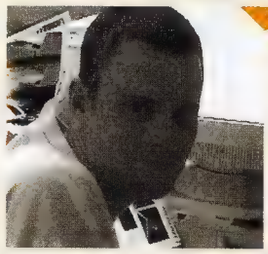
- **SPECIALIST IN:** Shaking his thang
- **HAVING FUN WITH:** Britney's Dance Beat

"Step, two, three, twirl, clap, jazz hands!" Rich's seven years of tap training have come in useful for the first time since that fateful day on the ice...

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTSs, Robots.
- **HAVING FUN WITH:** Fireblade

Jonnie 'Bronson' spent most of May grating up joyriders and feeding them to sparrows. Just, y'know, to give something back to the community..



RYAN BUTT

- **SPECIALIST IN:** Fighting, driving hard.
- **HAVING FUN WITH:** Rallying.

Ryan's written our *Medal Of Honor* guide this issue. Any clever jokes about 'Saving' his 'Privates' will be crumpled up and hurled at the office cat

DANIEL GRIFFITHS

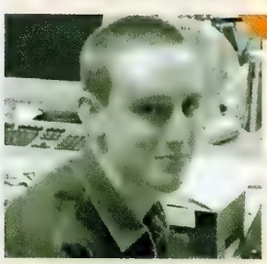
- **SPECIALIST IN:** Driving, RPGs, boy band management
- **HAVING FUN WITH:** High Heat Baseball, a nice S-Video lead

Hard-as-nails Northern lad Dan refuses to wear a jacket even in winter – we've had to Photoshop his t-shirt on here, simply for the sake of decency

DAVID HARRISON

- **SPECIALIST IN:** Footy, Driving
- **HAVING FUN WITH:** Armoured Core 2, Everblue.

With the football season nearly over, Dave's resorted to a mix of Tangy Skittles and Valium to recreate the emotions he expects on a Saturday



JAMES WHITE

- **SPECIALIST IN:** DVD doo-dah
- **HAVING FUN WITH:** A well-oiled Austrian

An unfortunate Easter Egg-related misunderstanding slowed the reviewing process this month, as James' DVD drive end up smothered in chocolate. Hmm.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby title's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
GAMER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible but, due to the system's ability to play all your old PlayStation discs, we'll also compare the new games with the classics...

›HONEST AND ACCURATE シフヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シフヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シフヨカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

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Rally Championship 054
Master Rallye 055
Britney's Dance Beat 058
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Shifters 065
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Speed: Special Edition 089
Zoolander 089

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK now

SPIDER-MAN: THE

"IT'S A GAME THAT'LL HAVE YOUR EMOTIONS BOBBING LIKE A MUGGER ON AN

It's another outing for the world's coolest superhero - but can Treyarch make an aging PSone franchise stick?

REVIEWER: Joel Snape

SHOCK TACTICS: Ah, the old wait-until-the-spin-attack's finished, then hit 'em while they're dizzy routine. One of our faves.

INFO

CODE TESTED
PAL UK)
DEVELOPER
Treyarch
PUBLISHER
Activision
GAME TYPE
Action adventure
PRICE
£39.99
EXTRAS
One player, DualShock 2, Memory Card

DETAILS

- 22 levels
- 27 fighting combos
- 5 bosses
- New fighting system
- Pinhead Bowling, three extra costumes.
- Gallery, Training and Special modes.

Thwip, thwip, thwoosh, thwap. "Brilliant!" Thwok. Aaargh. "Rubbish!" Thwip, thwip, pow, thwak. "This is the best game I've ever played!" Brrrt, eeeooow, splat. "I hate this more than anything in the world." That's the rhythm of *Spider-Man*. It's a game that'll have your emotions bobbing like a mugger on an elasticated web-line – always trying to do the right thing, sometimes it'll be charming you with its webslinging one-liners, and yet often scuffing it like well-meaning nerd Peter Parker.

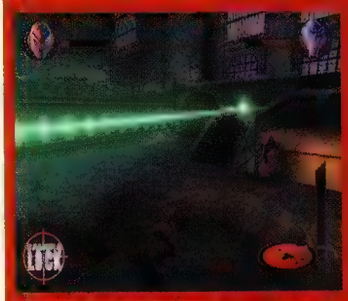
SPIDEY UPDATE

The reasons for this are rooted in the series' history. Neversoft have handed over the reins to Treyarch. Treyarch – based on the success of the first two games – has kept the basic control system and game structure intact. Except that – as we've seen so many times on PS2 – you can't stand still and keep expecting to sell games.

The basics of Neversoft's system – the level-spanning swing command and sticky-mitted wall-crawling – remain, albeit with a swathe of new abilities in the wall-crawler's repertoire. A total of 27 combos make fighting a tactical affair – handsprings might be good for scoring a knockdown, but they're next to useless when you're teetering on a narrow sewer platform. You want proportionate strength of a spider? Try the new 'fling' move, allowing you to lob several tyres and a table at a group of mooks in less than a second. Web-slinging agility? The zip-line lets you twang straight to any given point, with cross-hair aiming for power-up snagging precision only a click of R3 away. An expanded aerial system allows you to detach your web-line, turn and carry on swinging with ease. It's an exhilarating experience – what was the last platform game that let you make a jump – *any* jump –▶

ARACH AND A HARD FACE

After the PSone games, *Spider-Man*'s boss roster comes as a mild disappointment. Shocker and The Vulture have been crowbarred in via a bank-robbery sub-plot, the Scorpion appears as a victim of Oscorp, the Green Goblins in about six of the levels – and that's it. Where's Rhino? Where's Dr Octopus? Where's Hammerhead, or Dr Doom, or the Lizard, or Red Skull, or the Chameleon? Tch. Still, the fights are good.

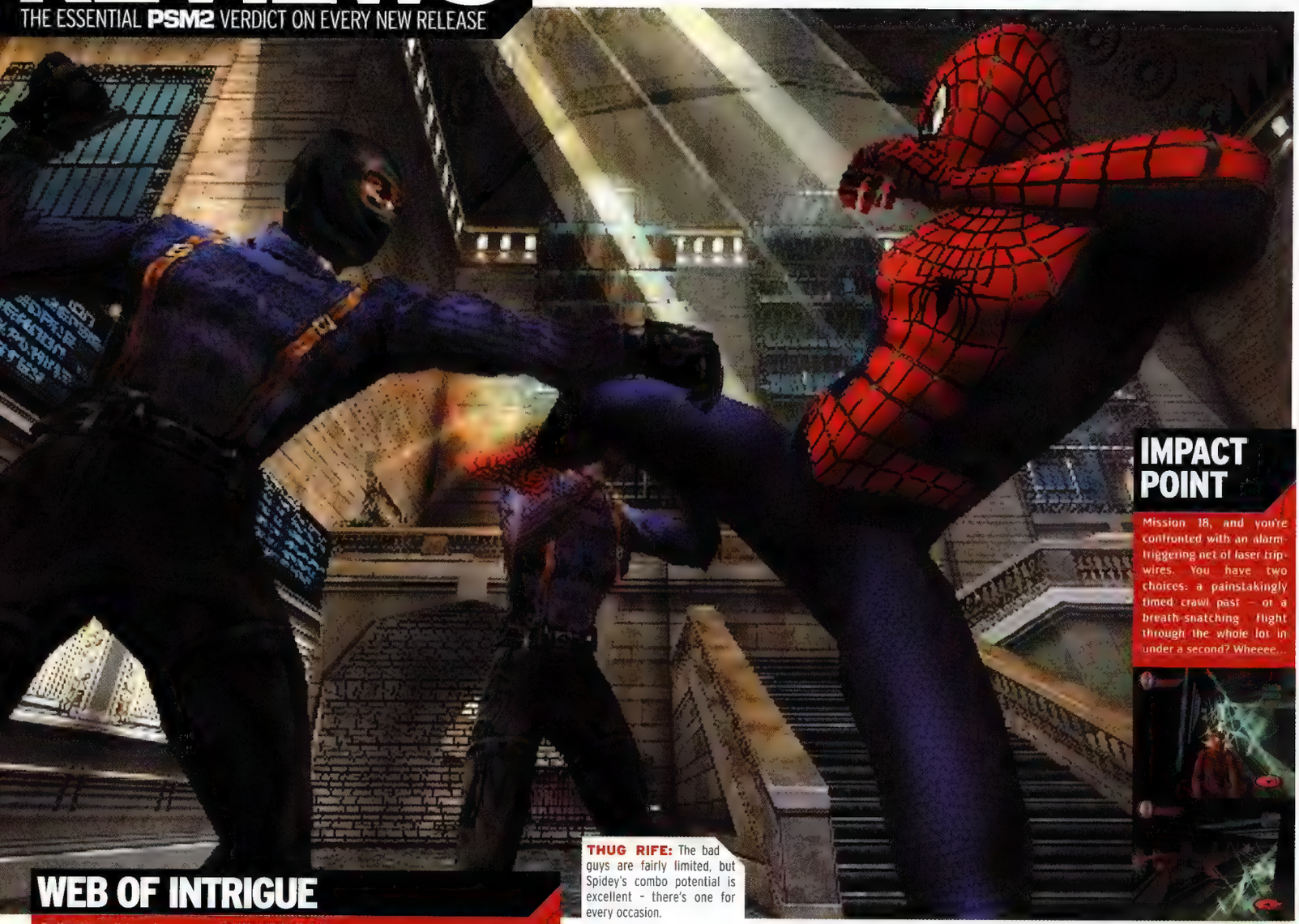


STINGING IN THE BRAIN: [illegible] comic-style boss – plenty of furniture-slinging fun.

VULTURE SHOCK: Lots of use of the [illegible] Vulture's not difficult, but the weather effects are nice.

MOVIE

ELASTICATED WEB-LINE"



THUG RIFE: The bad guys are fairly limited, but Spidey's combo potential is excellent - there's one for every occasion.

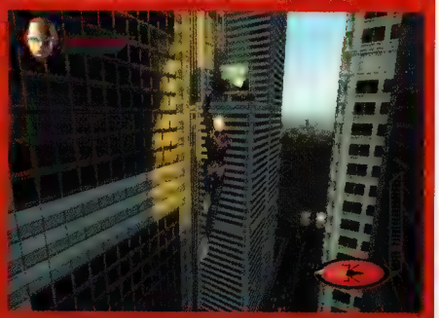
IMPACT POINT

Mission 18, and you're confronted with an alarm-triggering net of laser trip-wires. You have two choices: a painstakingly timed crawl past – or a breath-snatching flight through the whole lot in under a second? Wheeee...

WEB OF INTRIGUE

Sadly, the tradition of including fanboy-pleasing comic covers to discover as you make your way through the game has gone the way of Spidey's 2099 outfit – replaced by slightly tedious movie-related paraphernalia – presumably as dictated by the license. Instead of the aforementioned, completing the game with enough points earns you – in no particular order – Peter Parker, wrestler Spidey and the Green Goblin. And if you're clever, there's also a bowling game to unlock. Hmmm... haven't we seen this before?

COSTUME DRAMA: Skintight body armour? Bald head? Sorry – it's obscure Spidey-characters, can't-be-bothered extra levels.



SHOCK IT TO ME: Playing as a boss? Hilarious. Why don't we see this more often? No, hang on...

► knowing that a swift button-tap could avert any death-plummet? Mastery of the system comes quickly, and you'll soon be hurtling around the levels like a glue-smeared pinball – the downside being a roaming camera that can't *quite* cope. They've tried, bless 'em – walls turn transparent as you stick to them, there's a lock-on mode to minimise the hassle in boss battles – but abrupt shifts in view are a fact of life in this game. Inevitably, in the toughest stages, panicking ends with you sticking to the walls as you're peppered with rockets.

SURFING THE WEB

The missions are structured roughly as follows: hard one, easy one, ridiculously easy one, ridiculously hard one, one that seriously makes you consider killing everyone in the office, easy one, easy one. Varied objectives force you to use all your spider abilities – yanking terrorists away from civilians and webbing up crumbly bridge struts feels very 'superhero'. Unfortunately, there's also a lot of tedium. Take mission 15, for instance: it's the requisite dispose-of-timebombs level. You're being chased by spotlight-activated drones. You can't, as the mission hints suggest, use the web-line to destroy them – there's no time. You can't pick up any of the helpfully-placed health for the same reason. In fact, you can't do anything but make a beeline for those bombs, avoid the spotlights and hope to weather the storm of lasers. It took us more goes than every other level in the game *combined*, and we *still* can't do it consistently.

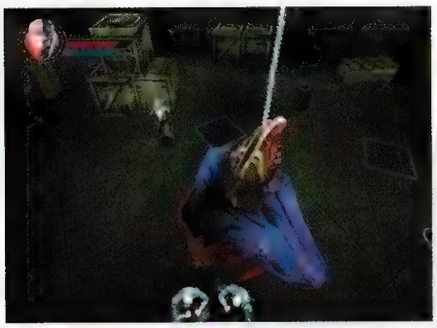
Bosses come in two types: the clichéd hit-their-shield-three-times-then-get-some-damage-in ones, and, um, the clichéd you-must-dodge-all-their-attacks-until-one-makes-them-dizzy style. Upsettingly, there's little variety – the first one's a mugger, with Shocker, the Vulture and Scorpion making brief appearances (thanks to the film license). Still, they look nice – the scrap with Vulture, for instance, starts in the middle of a pelting thunderstorm, gradually giving way to a sunny day with a shimmery rainbow on the horizon. In fact, generally speaking, the sweeping vistas of the aerial levels are much better than the gritty detail of the indoor sections, simply because everything looks nicer when you can't see the edges properly.

"YOU CAN'T DO ANYTHING BUT MAKE A BEELINE FOR THE BOMBS, AVOID THE SPOTLIGHTS AND HOPE TO WEATHER THE STORM OF LASERS"

INSIGHT

The training sections have been voiced by Sam Raimi stalwart Bruce Campbell, star of the *Evil Dead* films and all-round nice bloke.

The 'Alex Ross' outfit is based on an early design for the movie costume by the acclaimed comic artist of the same name.



BOSTON DANGLER: Hitting L2 and R1 lets Spidey yo-yo up and down from the ceiling - but he can't hit switches or attack. Silly.

MECH MY DAY: The ultra-death 'bots in the later missions need swift dispatching, or they'll pin you to the wall and shoot you dead.

SWING SOMETHING SIMPLE

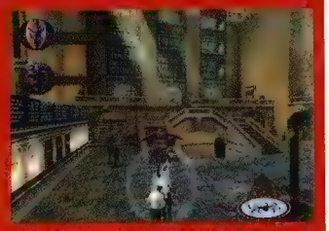
Well, he can't exactly spin a web – any size – but your friendly neighbourhood wall-crawler's helpfully got a stack of new moves up his sleeve. They're initially a touch confusing for the beginner, but with a bit of practice and a quick bounce through the tutorial mode – in your Peter Parker uniform, natch – you'll soon be swinging around effortlessly. Make sure that you pay close attention to the aerial combat – with diving kicks and swift direction changes, it's just like the real thing. Presumably.

YANK SINATRA: The web-yank's handy in hostage missions – you can even direct hapless enemies into the walls.

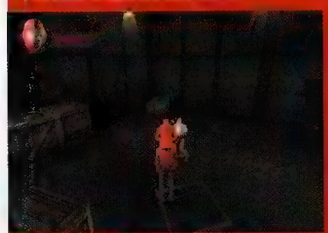
BAT'S LIFE: Hoof it through a cloud of razorbats, and you'll be exhilarated - get hit and you've no idea why. Pah.

EASY GLIDER: Land on the Goblin's glider, and you get about five free punches in. Immensely satisfying.

FEELING CHUCKY: [illegible] is excellent for rapid-fire [illegible].



ANDREW LLOYD WEBBER: The mid-air web-shot homes in, but still isn't very helpful.

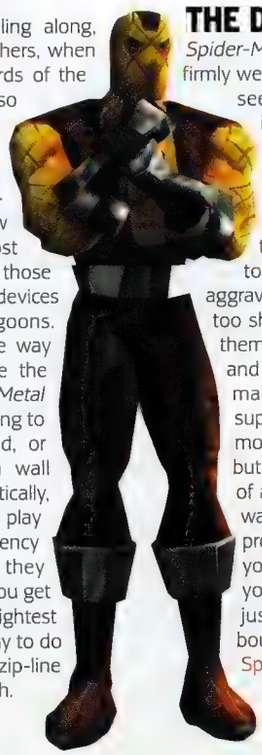


HARD SHOULDER: Hold ⊗ as you jump and you'll sit on goons' shoulders for a free shot.

WHEN IN DOME... And the web dome's as handy as ever, especially in group fights.

"THE MOST SATISFYING LEVELS, IT TURNS OUT, ARE THOSE WHERE YOU'RE SIMPLY LEFT TO YOUR OWN DEVICES IN A WAREHOUSE FULL OF HIRED GOONS"

So anyway – you're happily trundling along, cursing some missions and loving others, when you suddenly realise you're two-thirds of the way through the game. An hour or so later, you've finished it. There's plenty of artificial replay incentive – combo-earning Gold Spiders and extra costumes reward dedicated play – but the second go drives home how structured everything is. The most satisfying levels, it turns out, are those where you're simply left to your own devices in a warehouse full of hired goons. Everywhere else, you do things the way the game wants, or you die. Take the Oscorp infiltration levels – think *Metal Gear Solid*, only with the ability to cling to ceilings, hit switches with web-fluid, or web-yank security guards into a wall before they can hit the alarm. Theoretically, they're brilliant – and if you could play them with the kind of clinical proficiency that *MGS* mastery encourages, they would be. But after six goes where you get plastered with rocket fire at the slightest misstep, you realise that the *only* way to do it is to stick to the shadows, use the zip-line a lot and take it veeery slooowly. Bah.



THE DOWNSIDE

Spider-Man's biggest problem is that it's so firmly web-glued to its PSone origins. What seemed original, technically impossible and sprawling on PSone somehow feels slightly restrictive on the PS2. It isn't exactly Treyarch's fault – the film tie-in seems to have hampered them slightly – but there's no way to excuse making a game aggravatingly hard simply because it's too short. There are moments – lots of them, in fact – where brain, thumbs and web-fluid combine perfectly to make you feel like a genuine superhero. But then there are also moments – not so many, admittedly, but you'll have to play them upwards of a dozen times each – where you'll want to lob pumpkin bombs at the programmers' families. However, if you're after a fun platform scrapper, you won't go far wrong with this – it's just a shame it can't push the boundaries back a bit further PSM2

Spider-Man's crawling around on the shelves right now.

J.J.'S CHOICE

1 **DEVIL MAY CRY**
Relentless action, lots of combos, buckets of style and equally crass one-liners.

2 **SPIDER-MAN**
Excellent control and set-pieces, marred by thoughtless structure and inexcusably annoying camera.

3 **BATMAN VENGEANCE**
Batman struggles with jumps that you'd easily tackle *in real life*. This is not a good sign.

PSM2 VERDICT

GAMEPLAY
+ The best portrayal of superhero powers ever.
- Stupidly structured peaks and troughs of difficulty

GRAPHICS
+ Huge, sweeping cityscapes full of twinkling lights.
- Dizzying camera movement, ropey NPC animation

SOUND
+ Erm...real quotes from Tobey and William Dafoe?
- Except not many, so they're repeated *ad nauseum*

LIFESPAN
+ You *will* want to earn all the extra combos and outfits.
- One run through only takes about six hours.

OVERALL
The best superhero game ever – but it's a limited field. Still, *Wolvie*, *X-Men* and *Daredevil* are just around the corner...

70

STICKY

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FILTHY PRO TEST

Tickle your turbos, test your brakes, it's time to get up to speed with PSM2's shock popping rally test.

RALLY CHECK POINT:

PS2 REVIEWS EXTRA

V-RALLY 3 052

RALLY CHAMPIONSHIP 054

MASTER RALLYE 055
RALLY ROUND UP 056

Okay. We're used to seeing certain games leap into production overdrive due to external influences – tennis pre-Wimbledon, footie pre-World Cup. But to see this many rallyers seems slightly perverse. Perhaps, it's their shouts of, "It's me you're looking for. Buy me. Hey baby, you want me?" that's left us feeling misused. Our solution to this dilemma of where you should direct your cash? Let them fight it out among themselves. It's the only way to ensure our shite-o-vision stays in A1 condition.

So, in reaction to the throaty growls of five sets of engines, we've lined up the contenders (*V-Rally 3*, *Rally Championship* and *Master Rallye*) and put them bumper-to-bumper with *Pro Rally* and *World Rally Championship* to see who really is the rallyest rallyer.

All you've got to do is sit back and let us drive the whole picture – from McRae to McZee – straight through your brain highway. **PSM2**

OUT UK JUNE

V-RALLY 3

Bolan, Dean, Left-eye – don't let cars get the better of you, tame them in the ultimate test of man vs 4WD machine...

REVIEWER: Ryan Butt

CLIFF HANGER: Failure to hug the upcoming bend will most certainly result in you cartwheeling down onto the golden sands below.

When all you've got to show for the first two hour's play is a mangled, burnt-out shell of a car and several curt rejection letters from the rally circuit's talent scouts, circumstances would suggest that you're either (a) unbelievably bad at racing games, or (b) the racing game in question is harsher than a Jeremy Clarkson who hasn't 'had any' for weeks.

Obviously, we can put the skids on the former straight away and instead blame *V-Rally 3*'s unforgiving driving mechanics and steep, nay vertical, learning curve for our shortcomings on the track. Whereas games such as *Rally Championship* place the onus purely on simple, pick-up-and-play enjoyment, *V-Rally 3* invites you to take up a 'career' as a would-be racing legend and ensures that your rise to the top is anything but straightforward.

From the front end, you can participate in a one to four-player Time Attack or Challenge (although these can't be played simultaneously), which are on hand you provide you with much-needed practice before you attempt to tackle the game's main fleshy bit – the Career mode. Creating your own driver from scratch by selecting a name, nationality and, presumably, a vague likeness that matches your own from a line-up of six pre-programmed racers, you are then guided into your office. From here you can check emails, obtain progress reports and view your goals for the coming season. But, before everything else, you must take a test for one of the sport's motoring heavyweights – Ford, Volkswagen or

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Eden Studios
- **PUBLISHER** Infogrames
- **GAME TYPE** Driving sim
- **PRICE** £39.99
- **EXTRAS** 1-4 Player, DualShock 2, Memory Card.

DETAILS

- Three different game modes – Time Attack, Challenge and the soul-destroying Career mode.
- Six different courses from around the world, each split into five separate stages.
- 20 different cars to race, including the Imprezza and Corolla.

ASTOUND THE STIFFS: We never expect much from our in-game spectators beyond a few looped animations, but this lot are rigid!

IMPACT POINT

Taking up Citroën's kind offer of a test proposal to deem whether we were able enough drivers to join their team, we spent the afternoon writing off more than our fair share of Saxos, eventually completing the task – only to blow out their contract offer and join Ford. Well, they couldn't afford us!

Citroën – to convince them that you've got what it takes to join their team and bring in much needed publicity and revenue. It is during these tests that a stumbling block of epic proportions is thrust under your wheels as you realise there isn't a shred of arcadeness about this game. It's just a painfully taxing, through-and-through simulation that's sure to separate the men from the boys and the hardcore rallyists from those that simply can't be arsed.

Some racing games allow you to floor the accelerator and tear around the tracks, throwing your car around corners using the resistance to straighten out again. But *V-Rally 3* will crack your knuckles with a rusty metal ruler if you attempt such break-neck driving here. Finishing a race with something even vaguely resembling a car requires you to slow down to a crawl at the hairpins and timidly tap the throttle to ease your erratic beast around a 'right, four'. Oversteer too much and you'll spend the majority of the next straight weaving like a madman, frantically trying to compensate and level up before the next, perilous bend. Just trying to master the steering is a whole game in itself – should you break hard turn fast and hope for the best? Or ease off the gas, tap the brake and then use the swinging back end to guide you around a tight corner? The choice is yours, but unless you can master a winning strategy to get you round the track in record time and with the minimum amount of damage needed to get that contract, then your enjoyment will soon evaporate.

INSIGHT

The game contains 16 different cars from 13 different manufacturers split into two different categories – 1.6L and 2.0L. There are also four bonus cars to unlock – like a Lancer EV6 and an Imprezza 22 , which you get by winning the 1.6L and 2.0L championships.

Although the front end of the game and the subsequent screens and menus that prelude the actual racing are somewhat crude, the in-game graphics are generally very good. The courses, which range from snow-covered Swedish roads to Kenyan dirt tracks, have been partly hand-drawn, and the attention to detail is, for the most, spectacular. Likewise, the cars themselves move realistically, suffer authentic damage in the event of a prang and reflect the passing light superbly. What you don't notice, though – mainly because your eyes are stuck fast on the road in a 'blink-and-you'll-crash' type scenario – is the hellish pop-up that sees entire horizons magically appear a split second after the foreground. Grrr.

Aesthetic glitches aside, *V-Rally 3* is a solid, satisfying racing game, seemingly without an end, that'll reward driving mercenaries with months of white knuckle action and team-hopping, career-boosting decision making. At last, a rally game with substance. And it isn't just mud. **PSM2**

V-Rally 3 is revving up for release now

FJORD FOCUS
The immediate visuals are good, but you'll wince as entire valleys pop up from nowhere on the horizon.

BREAK OUT: A nice effect is when you accidentally ram into the crash barriers and they visibly snap and buckle under the impact.

OFF ROAD: The courses are narrow by nature and staying on the beaten track often proves problematic due to the unforgiving handling.

TRASHED: The more punishment your car takes, the more beaten up it appears. Windows are cracked, bumpers are lost and wheels fly off!

FINNISHED: You may have won this time but, lose your standing in subsequent races, and you'll be dropped like a solo Spice Girl!

JEREMY CLARKSON'S CHOICE

1 **WORLD RALLY CHAMPIONSHIP**
Looks ace and handles brilliantly. Still the best rally game available – at least until McRae shows up...

2 **V-RALLY 3**
Gleaning any satisfaction out of it is hard work but, once mastered, it'll spin you out.

3 **RALLY CHAMPIONSHIP**
A much more arcade-orientated, fun alternative.

PSM2 VERDICT

GAMEPLAY
+ Once mastered, an immensely rewarding experience.
– Actually mastering it takes an age.

GRAPHICS
+ Fully destructible cars and finely detailed courses.
– A bland front-end and copious amounts of pop-up.

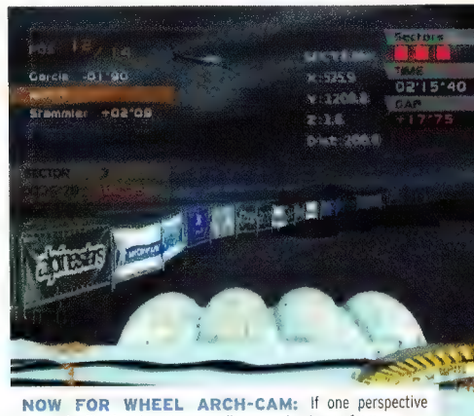
SOUND
+ Suitably throaty engine noises and screaming tyres.
– Mind-numbingly boring music accompanies the menus.

LIFESPAN
+ A never-ending quest to become the king of the road.
– Novices may be turned off by the complexity of the handling.

OVERALL
You'll start off hating it, but when your technique clicks you'll be chomping at the bit to show those 4WDs who's boss.

81

AN UPHILL TASK



NOW FOR WHEEL ARCH-CAM: If one perspective proves ineffective then there are five more to choose from...

RALLYING ROUND: The courses are perfectly respectable, if unspectacular. Big castle that, though.

OUT UK now

RALLY CHAMPIONSHIP

A game that gives you exactly what it says on the tin. If only the tin said 'Really Good Driving Game'. REVIEWER: Dave Harrison

Do you know what all the best games have? It's character – a combination of qualities that make them stand out and define them as special. Slap on *Metal Gear* and the grainy hue and urgent soundtrack are unmistakable. Then there's the flow and detail of *Pro Evo* which is instantly recognisable and guaranteed to give you a warm glow. But, bad games can leave a mark too. We challenge anyone to erase the memory of *Jet Ion GP*. Then again you have games like *Rally Championship* that are right down the middle – unremittingly average and a relentlessly passable experience that will leave you completely unmoved.

This is not to say it's a bad game. The handling is fine, the graphics OK, the presentation is alright and it has lens flare. Then there's a Career mode with gentle learning curve, the Arcade mode for a quick dip and the split screen for company. It's just so anonymous. Just look at the title – 'Rally Championship'. Obviously 'Rally Game' or 'Car' were mooted but 'Championship' sounded sexier. It's does a competent job without irritating or causing too much fuss. Its not very attractive, but meets the basic requirements and keeps it simple. It's the Nicky Butt of rally games.

The only time it fluctuates from its flatline of competence is when it gets worse, like the times when you get your Honda Civic snagged on a corner of safety netting. Another problem is the damage system, which doesn't really effect the important mechanics or handling but really has it in for your headlights. You can cross a river by bouncing the car from bank to the other, then change all pre-set stations on the radio and all that will be affected are the headlights. One time the suspension got damaged, but that was only after falling off a cliff in Kenya. Strangely, that was the only time the headlights remained unscathed.

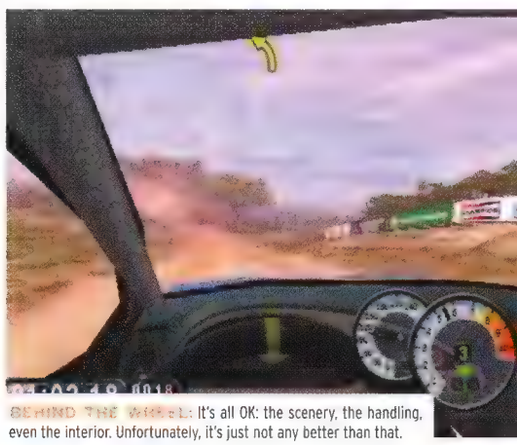
Sadly, there's never a moment that sparkles and stands out from the mediocrity to balance the low points out. As a result, it ends up as an average game with the occasional bad bit, which isn't much of a recommendation to be honest.

Hopefully, the arrival of *Colin McRae* will illustrate the true extent of *RC*'s banality but, until then, even with three rally releases out this month, this is one genre on the PS2 that still really needs a shake-up. PSM2

LIGHTS GO OUT: The headlamps fail with monotonous regularity. Surely they could just rig up a torch on the bonnet or something?

INSIGHT

One of the licensed drivers featured is Possum Bourne who is the best rally driver New Zealand has ever produced. Also, he has a really stupid name and lives in Pukekohe.



BEHIND THE WHEEL: It's all OK: the scenery, the handling, even the interior. Unfortunately, it's just not any better than that.

SHEEDY'S CHOICE

1 **WORLD RALLY CHAMPIONSHIP**
Until Colin shows up, this is the mark of excellence that every PS2 rally game has to live up to.

2 **V-RALLY**
Solid and spritely. If it was a car, it'd be a Ford Focus. A silver one.

3 **RALLY CHAMPIONSHIP**
A steady recreation of a car driving round a country lane. Completely devoid of any real spark.

PS2 VERDICT

GAMEPLAY
+ Acceptable slip-slidey gravel worrying.
- Collision detection can be a touch random.

GRAPHICS
+ Acceptable recreation of mud and dust.
- Often looks a bit crinkle-cut.

SOUND
+ Acceptable engine whine and chirpy crowd participation.
- Timing of the driver help is often confusing

LIFESPAN
+ The money-juggling Career Mode is acceptable.
- Very easy to put down.

OVERALL
Seems to be suffering from a severe case of blandular fever. Playable, but feels like a charisma and character black hole.

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STUCK IN THIRD

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** SCi
- **PUBLISHER** SCi
- **GAME TYPE** Driving sim
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, Multi-tap

DETAILS

- 29 officially licensed rally cars
- Co-driver assistance
- 2-4 split screen multi-player
- 4 game modes – Career, Arcade, Quick Game, Multi-player

BATTLE STATIONS: Collision can be a real pain in the jacksy - you can spin out when the other cars are barely touching you.

DOUBLE THE FUN: Rope a mate in for the two-player. The options are all the same, and it's just your usual splitscreen racing.

BARKING: It is *so* frustrating to have to faff about with the recovery function just to pass a little tree. Madness.

OUT UK NOW

MASTER RALLYE

Get ready to master the fine art of rally, with an E on top for good measure.

REVIEWER: Dan Curley

Driving around tight corners at high speeds can be a terrifying experience. Trees leaning over the track taunt you with their bonnet-crunching trunks. Mud splashes on to your window, laughing in your face as you slide ditch-bound. It's not an easy adrenaline rush to recreate, and this game pulls it off not a jot.

Master Rallye duplicates the sense of rally, like *Paper Boy* recreated a 5am winter morning wake-up. Sure, the Master Rallye mode is based on a real FIA event, but that's where Steel Monkeys hit the brakes hard and take a U-turn from simulation to arcade game. The physics and play-control have been blended from both styles which gives it its own unique flavour. The handling, like most rally games, has all of that skidding, sliding and accelerating out of corners, but hit a small bump and you'll gain the kind of air accustomed to the likes of *SSX Tricky*. There's moments of flippancy where you'll land on your roof, go tumbling into a lake then bounce back onto the road in a fashion you associate with the A-Team van.

Master Rallye's got the usual array of unlockable cups and cars. The Rallye Cup mode has five different tournaments set over three races, pitting you against three AI cars. Come in first for four points, fourth for one. Once you've bagged a gold in all of them, the Master Rallye – the European ultra-marathon – is there to be driven into. There are a few more gameplay spins and a handful of motors to unlock, but nothing that'd have Colin McRae signing for another team.

In fact, *Master Rallye* doesn't do anything particularly outstanding, and has a few annoying glitches. The landscapes are well drawn and the game stays in a solid, silky-smooth frame, but the problem is, the landscapes are more barren than Munchausen. Apart from the odd little flat-looking town and farm to weave through, there's little more than a few trees and rocks to dodge.

Any sense of a driving mishap has been left entirely to the joypad's rumble. There's no collision effects, visual or audio, and the vehicle deterioration is left to a few colour changing icons and suspension conditions. Tame, to say the least, but the game's biggest glitch is the lack of a reverse. There's a time consuming car recovery feature which plants you back in the middle of the road – useful if you've strayed miles in the wrong direction, infuriating when all that's needed is a quick two-point turn to pass a tree.

Master Rallye's depth works in its favour and the easy handling will appeal to those just up for a quick thrash, but it's difficult to recommend this in a field crowded with quality contenders. PSM2

"HIT A SMALL BUMP AND YOU'LL GAIN THE KIND OF AIR ACCUSTOMED TO THE LIKES OF SSX TRICKY"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Steel Monkeys
- **PUBLISHER** Microids
- **GAME TYPE** Rally
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card.

DETAILS

- 30 stages and nine square km of track.
- Seven vehicles to race with, four to unlock.
- Quick race, Rallye Cup, Master Rallye, Invitation, Multi-player and Challenge modes.
- Modify gears, front/rear suspension and brake bias in the set up menus.

INSIGHT

Ever heard of Rene Metge? He's pulled in no less than three Paris Dakar trophies. All of Master Rallye's stages have been given the stamp of approval by that very champion.

RALLYMAN'S CHOICE

1. **WRC** A true Rally sim with perfect handling and beautiful tracks.
2. **V-RALLY** Bloody difficult, but possibly the most realistic rallying sim.
3. **GT3** A road racer with a top rally mode. And for only £20, which makes it essential in our books.
4. **MASTER RALLYE** A toy Rally game that smacks of an early budget release.

PSM2 VERDICT

GAMEPLAY
+ Arcade fun that's easy to get to grips with
- Annoying glitches, such as no reverse and soulless collision.

GRAPHICS
+ Sharp landscapes that never fall out of a frame.
- The vehicles look like cardboard cut-out toy cars.

SOUND
+ A handful of the dance tracks land on the right side of average
- Engines sound like vending machines dispensing Oxtail soup.

LIFESPAN
+ Quite a few unlockable modes that will keep you keen.
- There's a sense of déjà vu between cups.

OVERALL
Fun but flawed. A joy-ride that has its precious few moments wrapped in a blanket of mediocrity.

55

TYRED

DIGGIN THE DIRT

THE ULTIMATE PS2 RALLY CHAMPIONSHIP!

With four new rally games released in quick succession, we decided to stage the ultimate contest to determine which product is most worthy of your cash. Obviously, each game has been rated differently by the review panel, so we set up a one-off race comparing each game's qualities, judging how they perform in key areas and slapping time penalties on the ones which are left trailing. Gentlemen, start your engines...

	RALLY CHAMPIONSHIP	WORLD RALLY CHAMPIONSHIP	V-RALLY 3	PRO RALLY 2002	MASTER RALLYE
	One for the arcade-heads, with stacks of cars to buy and varied and well-drawn tracks. The only downer is that it doesn't handle accurately and so won't test the real driving experts. **Favourite because:** You want a four-player race.	For those of you who sit in a darkened room, snubbing Sunday lunch, following the real sport on telly. You just want the chance to be able to live out the dream in the next best thing. **Favourite because:** You've heard it's the best around.	A worthy contender for *WRC*'s crown, *V-Rally 3* invites you to try for a career as a rally driver, hoping to land that all-important contract and race against the elite in six championship circuits. **Favourite because:** You want a career in racing.	Although looks can often be deceiving, in this case the visuals, which are flatter than a witch's tit, set the tone perfectly for a game which never really aspires to challenge the heavyweights. **Favourite because:** You want to race against other cars.	Trading cars for dirty great off-road Land Rovers, this game simulates the real FIA event, which has you skidding, flipping and rolling your way through professionally designed tracks, sniffing out second-shaving short-cuts. **Favourite because:** You like cutting corners.
PUBLISHER					
PRICE	£39.99	£39.99	£39.99	£19.99	£39.99
CARS	30	70	30	24	30
TRACKS					
PLAYERS					
SCORE	56	87	81	68	55
GRAPHICS	Great draw distance, finely textured tracks and cars that visibly take a beating. Everything you could really ask from a rally game. -2	The movement of the cars is a little suspect, there is some crude redraw in places and no visible car damage whatsoever. 0	Realistic car movement, highly detailed tracks, authentic damage, hampered only by some cringeworthy distance pop-up. -1	Utterly abysmal. Everything is flat and lifeless and the cars bounce off the scenery without so much as a scratch. A woeful attempt. +2	The landscapes are as barren and lifeless as Mordor on half-day closing in winter, and the vehicles themselves look like Tonka toys. +1
SOUND	The cars sound like distant lawnmowers on a hung-over Sunday morning and the less said about the music, the better. 0	The tunes are pure James Bond-esque class with a funky flava and the car noises and co-driver speech is bang on the money. -2.	Rather tedious front-end music that make you teeth bleed but, thankfully, the sonics are saved by some nice, throaty engine noises. -1	Repetitive engine drones drown out the co-driver's directions, so navigating is a hellish experience. You might as well wear ear-plugs. +2	Acid-laced '80s throw-back music that wouldn't sound out of place in the A-Team. "I ain't listening to no crappy, dated, fourth-rate tunes, fool." +1
HANDLING	For those that just want to rip around tracks as quickly as possible, sticking their middle finger up at realism, this set-up is ideal. 0	Undoubtedly the most authentic of the bunch. The cars slide if left to run amok, but harsh taming will soon bring them into line. -2	It's rip-your-hair-out-in-frustration time! This is as unforgiving as they come. But, once mastered, it becomes highly satisfying. 1	Akin to a priest trying to drive Carrie! You never feel in control of the vehicles and so actually staying on the road becomes your main aim. +2	The big, clumsy 4x4s in this game are no substitute for cars. Their bulky back ends mean that you'll constantly spin-out on the bends. +1
TRACKS	It's artistic license gone mad – and what cretin decided to park a car on a blind hairpin in the middle of the Isle of Man? Eh? +1	All the proper tracks and stage layouts as featured in the real WRC. Surely you can't ask for any more than that? Excellent. -2	These (completely fictitious) tracks are extremely narrow with very little margin for error, making them more challenging than a pissed-up bouncer. -1	You can just picture the track editor being left in the hands of a monkey while the development team buggered off down the pub. +2	Flatly refusing to play by the rules, this game incorporates lashings of picosecond-saving short-cuts to good, arcade, effect. 0
MULTI-PLAYER	The only game that allows four-player simultaneous play and, happily, this mode is surprisingly well executed, with very little slowdown. -2	Unfortunately, it's only two-player simultaneous play, but it's fast and smooth enough to keep you entertained for a spell. -1	Up to four people can play, but before you unravel those extra pads, be warned that you take it in turns for the best times. -1	Features a simultaneous two-player mode, but you'll get a dry slap if you con a friend into participating. Not great on this front then, really. +2	Two-player simultaneous play, which works well enough, although without the speed of its peers. Not bad, but not great either. +1
MODES	The decent Career mode lets you build up cash to buy and sell cars, while all the time striving for greatness in the championships. -1	Religiously following the format of the WRC, you get to race over a full season, but nothing else really captures your imagination. 0	All the usual Quick Race and Time Trial gubbins is here, but it's the engaging Career mode that really makes you feel a part of the action. -2	Includes some novel driving tests to get you accustomed to the erratic car physics, but otherwise this is all pretty standard stuff. +1	The chance to win a cabinet-full of trophies and earn the right to compete in the gruelling Master Rallye itself is the main draw here. +2
GAMEPLAY	The best for instant pick-up-and-play satisfaction, but the varying weather conditions rarely has an effect on your performance. 0 secs.	There's a lot to be said about racing against real drivers, and mastering the game's driving techniques is deeply rewarding. -2 secs	Again, very hard to get to grips with, but once mastered you'll be throwing your car around bends with brio and bravado. -1 sec	Cheap, tacky and instantly forgettable. This plays more like a dodgem car sim than a rallyer. Just plain awful. +2 secs.	It it's a toss up between powersliding a Focus around a hairpin or trying get a truck back on track without a reverse gear... +1 sec

RANKING

The tyres are encrusted with filth, the bodywork severely dented and the engine's ticking over like a pensioner's pacemaker. So, when the dust has settled, which of our five competitors has emerged on top?

1. World Rally Championship: -9 secs
2. V-Rally 3: -8 secs
3. Rally Championship: -4 secs
5. Master Rallye: +7 secs
4. Pro Rally 2002: +13 secs

CIRCUS MAXIMUS
CHARIOT WARS

Race.

Seize control of both driver and warrior for the ultimate racing challenge.

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Friend or foe? You decide. Battle in 2 or 4 player co-op mode.

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Reign supreme on 19 menacing tracks throughout the Roman Empire.

PlayStation.2 XBOX

OUT JUNE 2002

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ENCORE THQ

OUT UK JUNE

BRITNEY'S DANCE BEAT

Pervy men might find it enticing, but Britney's unlikely to have the rest of us dancing to her tune. **REVIEWER:** Joel Snape

By releasing her own videogame Britney Spears is not only crossing the boundary between pop star and true multimedia icon, she's also joining an elite group of recording artists who have done the same thing. Could the teen songstress be aware that she's now part of an exclusive club made up of shameless marketeers KISS, Michael Jackson, Aerosmith and David Bowie? Surely not. What's even more unlikely is that of all the games produced by this collection of platinum selling artists, Britney's title is streets ahead of the rest. Given the piss poor quality of the competition, however (KISS's *Pinball* and *Psycho Circus*, Aerosmith's *Revolution X*, Jackson's *Moonwalker* and Bowie's *Omikron: The Nomad Soul*), it's not exactly a collection of hard acts to follow.

Rather than inventing a surreal Britney world like that of her counterparts, our heroine

INSIGHT

According to 'Britney's Guide to Semiconductor Physics', Britters is a mine of physics info. She'll guide you in the fundamentals of the laser components that make it possible to hear her in digital format. http://britneyspears.ac/lasers.htm

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Metro
- **PUBLISHER** THQ
- **GAME TYPE** Bemani
- **PRICE** £30
- **ESSENTIALS** Two-player, Dual Shock 2, Memory Card, Dance Mat

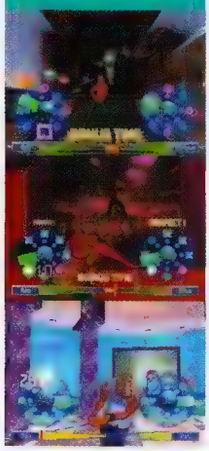
DETAILS

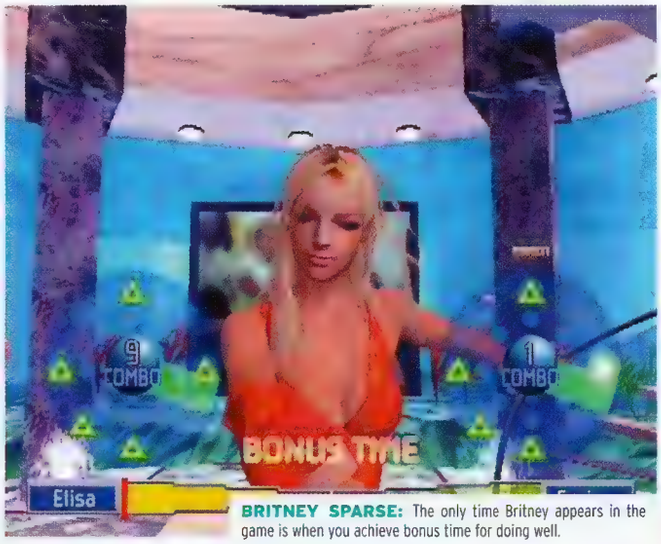
- Five Britney tunes – '(Hit Me) Baby One More Time', 'Oops I Did It Again', 'Stronger', 'Overprotected' and 'I'm A Slave 4 U'.
- Play as one of six auditioning dancers.
- Unlock exclusive behind-the-scenes footage of Ms Spears on tour.

A NATURAL HIGH: Unfortunately that's not narcotics that Britney's sniffing. It's nail varnish.

IMPACT POINT

Despite featuring the appropriate videos running in the background, there's not even the merest hint that they've tried to lip sync them to the music.





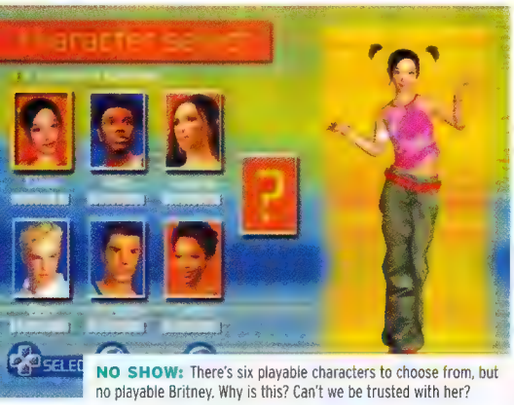
BRITNEY SPARSE: The only time Britney appears in the game is when you achieve bonus time for doing well.

concentrates on what she does best – dancing and singing. Each level of the game is an audition for Britney's dance troupe, which sees you competing in a *PaRapper*-style dance-off with AI-controlled characters of increasing ability. At first, things are kept extremely simple as you hit a single button in time with the sound of Britney's voice or the beat. Things step up a gear after a few levels, as now not only do you have to hit D-pad directions with the correct button press, but to make things more difficult, the timing switches between the harmonies, back beat and rhythms. Things are made even trickier later on, as your computer-controlled rival collects multiplier bonuses. These evil devices either change your required button presses just before you hit them, or shuffles them around the indicator's spinning clock face. Either way, the game becomes incredibly challenging after you complete just four of its ten stages. Things then take a turn for the worse as the difficulty curve arcs straight through the roof.

With only five Britney tracks, longevity could be a problem here. However, in addition to making the game eye-gougingly difficult, developer Metro has also managed to extend play by featuring each song twice. The first time around you get a modest two-minute edit, while the second time it plays you get the full arthritis-inducing version. Despite managing to stretch these five tracks into ten levels, the levels themselves appear exactly the same each time you play through them. The environments and models are identical and you don't even get any more footage from Britney's videos streaming along in the background.

Despite sporting some reasonable visuals and a perfectly respectable Bemani interface, the main reason this game falls way short of the mark is because there's just not enough Britney. Having only five music tracks gives you a miserly 15 minutes of play and while the game manages to eke that up to twice that amount by playing them all twice, it's still not nearly enough. A child-friendly difficulty option would have at least sold this to more forgiving younger gamers. But as it is, the result is far from 'Born To Make You Happy', and much more 'Oops I did It Again'. **PSM2**

Britney slinks onto the shelves this month.

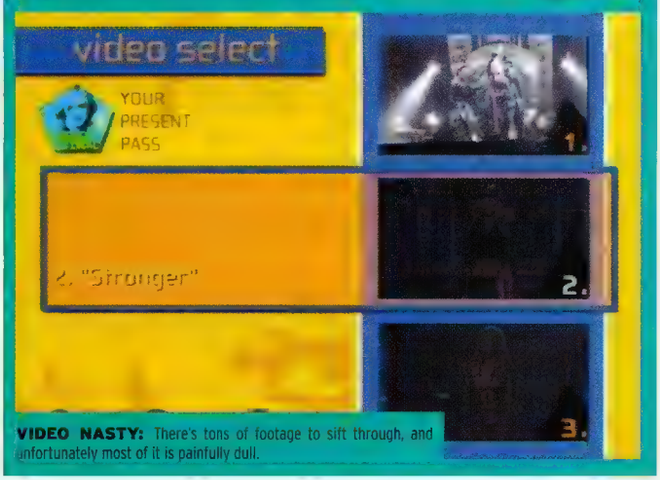


NO SHOW: There's six playable characters to choose from, but no playable Britney. Why is this? Can't we be trusted with her?

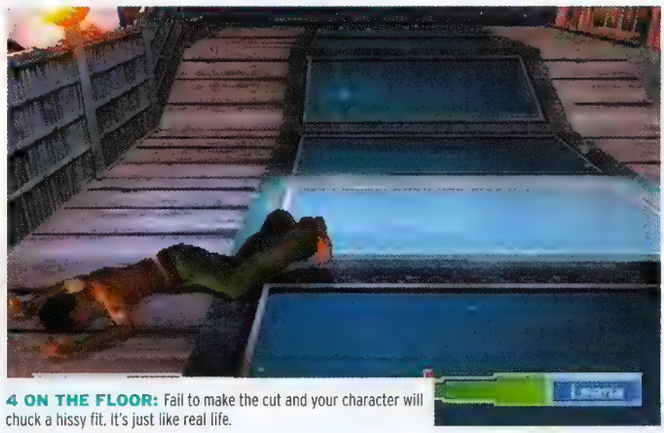
BACK STAGE BONUS

By way of a reward for your auditioning efforts, you can earn back stage passes as you progress. These allow you to feast your eyes on some exclusive excerpts taken from Britney's last tour. Billed as interactive concert footage, sadly most of the snippets come from rehearsals and sound checks taken from a fixed camera. The interactive aspect is equally lame, as most of it merely allows you to zoom in and out using the shoulder buttons. Bah.

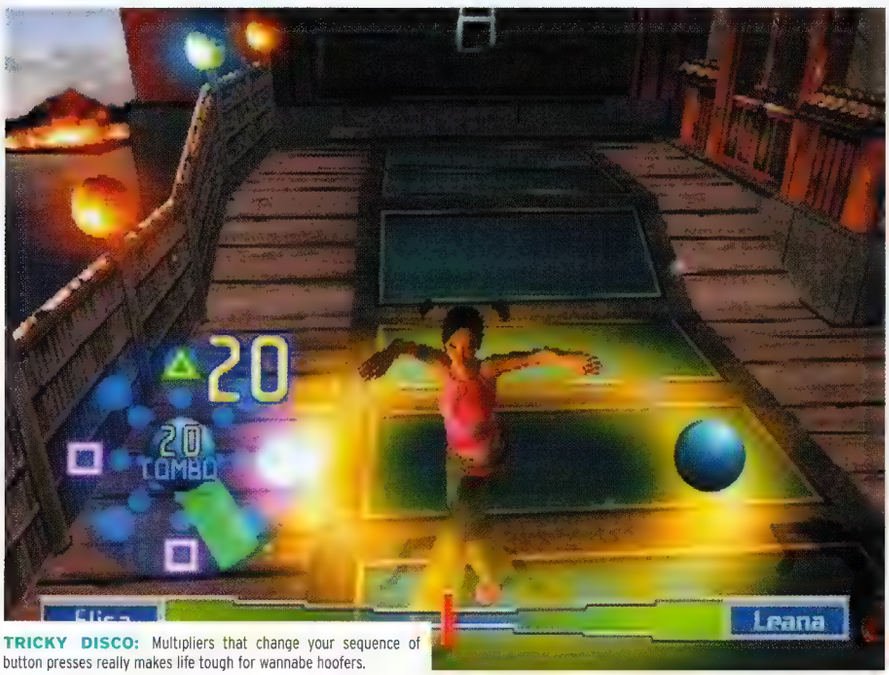
LIGHTS: This bit of footage consists of that floor spot flashing on and off.



VIDEO NASTY: There's tons of footage to sift through, and unfortunately most of it is painfully dull.



4 ON THE FLOOR: Fail to make the cut and your character will chuck a hissy fit. It's just like real life.



TRICKY DISCO: Multipliers that change your sequence of button presses really makes life tough for wannabe hoofers.

TOMMY STEEL'S CHOICE

1 **GITAROO MAN**
Guitar twiddling greatness, plus bizarre characters and a storyline that beats PaRappa at his own game.

2 **PARAPPA THE RAPPER 2**
PaRapper pulls it off with equal measures of charm and madness.

3 **MAD MAESTRO**
A Bemani game that lets you control the music – without any repetitive beats.

PSM2 VERDICT

GAMEPLAY
+ Pretty well-worked Bemani with a solid difficulty curve
- Far too taxing for the younger audience that it's aimed at.

GRAPHICS
+ Solid *Tekken* style 3D models look the part throughout.
- Lacks the anime charm of *Gitaroo Man* or *PaRapper*.

SOUND
+ Five whole tracks of Britney's bubblegum pop!
- Five whole tracks of Britney's bubblegum pop.

LIFESPAN
+ A reasonable two-player mode gives this one some longevity.
- Only five tunes that you've already heard countless times

OVERALL
It's too hard for kids and too repetitive for the rest of the us – which makes it difficult to work out just who this is aimed at.

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STAR STRUCK

GRAN TURISMO 4
HALO 2
DOOM 3
METAL GEAR SOLID 2: SUBSTANCE
XBOX 2
MARIO SUNSHINE
DEVIL MAY CRY 2
THE LEGEND OF ZELDA
THE SIMS ONLINE
PERFECT DARK 2
PLAYSTATION 3

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POOLER THAN JESUS: The physics work a treat on the curves so try and hug the cushions for an easy pot.

OUT UK JULY

INTERNATIONAL CUE CLUB

Caress the wood with your loving hands. It's pool for those with light pockets.

REVIEWER: Dan Curley

The joy of pool with your best mate. You order a glass of your favourite poison, slide the 20p on the table, wait until the big kids have left, then bingo, you're on. The excitement of watching the triangle of balls explode in a shower of colour and popping like fireworks. The mocking of each other's crap shots, the screams of "flukey bastard!" when three balls sink after a vague whack of the ball using the wrong end of the cue... Bliss.

It's staggering that no-one seems to able to make a pool game that musters up the same feeling of the actual game, or creates the atmosphere of a good Paul Newman flick. Surely there's scope in touring dodgy haunts, hustling, making a name for yourself as the coolest cue-handler in the land. Alas, however, we'll have to make do with another dive into the kiddy-pool.

One thing *Cue Club* doesn't lack is options – every conceivable pool and billiards game has been built for you to have a tinker with. There's pocketless Carum tables as well as the more familiar six-pocket tables. They've also built 25 oddly-shaped pool tables; L-shape, three-leaf clover and so on. A nice extra which extends the single-player interest no-end. Although, it must be said, these aren't really trick shots as the mode suggests. It's more a case of potting X number of balls with X number of shots on a mad table.

There's also a suggested tournament mode, although again, the game's suggesting more than it actually is. It's not really a tournament, you play eight AI characters, one after the other, in a style true to video-game level structure. There's no knockout tournament or season, just defeat one player to play the next.

The first thing that makes or brakes a game of this nature is the physics. Thankfully, in this instance, they serve us well. You have good control of the spin and power and, with practice, you'll find yourself lining up fancy-looking rebounds and snookering your opponent.

The truth is, had *Cue Club* been £40, we would have beaten it to death with cues handles. It looks weak with garish colours, zero animation and lifeless pool rooms. The music is appallingly bad and the lack of a season or career modes gives it an air of 8-bit Computering.

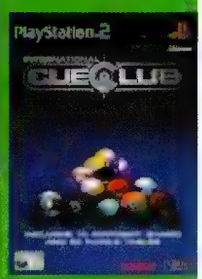
But, at the end of the day, it's £15. The physics alone are worth that and, if you've got mates who are up for a two-player game once in a while, it's £15 very well spent. **PSM2**

Lining up for release in July

POCKET BILLIARDS: The game of pool we all know and love, although the pockets are massive.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Takari
- **PUBLISHER** Midas Interactive
- **GAME TYPE** Pool/Billiards
- **PRICE** £14.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card.



DETAILS

- Over a dozen games including 8 Ball, 9 Ball, Billiards and Rotation.
- View your shot from all angles.
- 25 crazy pool tables.
- Tournament with eight opponents.

INSIGHT

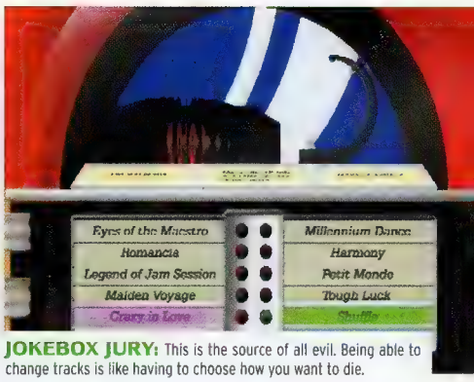
The oldest Billiards games played in the USA were one-pocket and four-ball billiards. One-pocket came first – a description of the game was recorded in 1775 . Rules for a British form appeared in 1869, showing that the return trip across the Atlantic for the a game of pool probably also started with one-pocket.

HUSTLER'S CHOICE

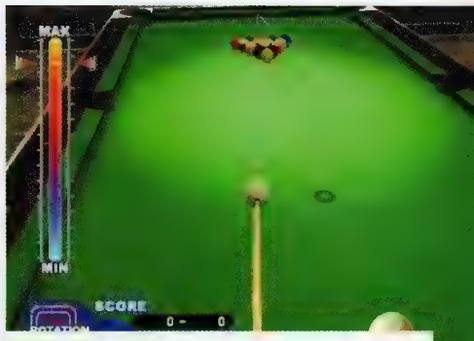
1 **WORLD CHAMPIONSHIP SNOOKER 2002**
One for those who like it long and deep. The mature choice.

2 **INT. CUE CLUB**
Average game of pool for a bag of peanuts.

3 **POOL MASTER**
Below average pool that amounts to £40 madly wasted.



JOKEBOX JURY: This is the source of all evil. Being able to change tracks is like having to choose how you want to die.



BREAKER 1-9: From this angle at this power, you will almost always knock a down a ball. Not a bad way to start any game really.

YOU JANE: The fourth stop in the tournament. The characters don't speak. Probably for the best, really.

PSM2 VERDICT

GAMEPLAY
+ The physics are decent enough.
- Lizard lounge atmosphere keeps you at a distance.

GRAPHICS
+ The balls are really round. That's Polygon magic.
- Diabolical pool rooms, no animation, horrendous colours.

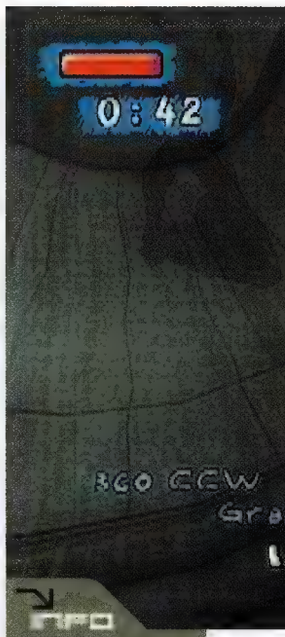
SOUND
+ The jukebox allows you to turn the music off, but...
- ... You'll still want to throttle the musician

LIFESPAN
+ Good multi-player. Twenty-five ker-razy tables gives depth
- No season or career mode.

OVERALL
Cheap and cheerful. It doesn't offer PS2 magic, but it's worth £15 – even for the once-a-week two-player game.

56

BALLS



OUT UK NOW

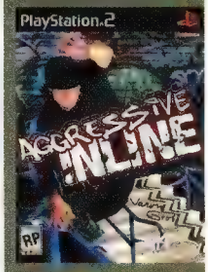
AGGRESSIVE INLINE

Finally – a game where you can vent your anger at the Six Items Or Less counter. No, hang on...

REVIEWER: Joel Snape

RPG

- **DEVELOPER** Z-Axis
- **PUBLISHER** Acclaim
- **GAME TYPE** Extreme Sports
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock, Memory Card.



DETAILS

- Park editor plus two player mode.
- 12 characters, including ten licensed pro-skaters like Chris Edwards. And two made-up girls.
- Ten levels, with 30-60 objectives each.
- 10-15 cinematic events per level.
- Integrated Park Editor

GRINDERS KEEPERS: Grinds aren't quite as tough to balance – or land – as *Tony*'s, and they aren't as varied.

Extreme sports games, eh? Sketchily produced, shamefully derivative, hastily licensed tat, most of 'em. And when they come wrapped in a press release which promises 'Dynamic Cloth Movement' on the blokes and 'Boob Technology' on the girls... honestly. Sometimes we despair. Except this time, we didn't.

At first glance, it's extremely tempting to dismiss Inline as another tatty *Hawk* wannabe. Generic skate intro video segues into generic tutorial level accompanied by generic rock music (Pharcyde, anyone?) teaching you – seemingly – generic controls. And then, suddenly, something new happens.

See, you can't do flip tricks on rollerblades, so grab has been shifted over to ◎ to make room for ⊗ – the new action button. Hold it as you leap past a flagpole or a lamp post, and you'll pull a palm-skinning twirl around it. Do the same on the approach to a low fence or rail, and you'll vault over it. Grab a car, and you'll skitch behind it. It's a similar approach to that used in *Airblade* – except there, it was the backbone of a weak combo system, and here, it's a clever addition to an already robust array of trick possibilities. More subtly, hold ◎ during a shoddily-angled leap off a vert ramp and you'll bail – ending your combo but saving the points that you've already earned. A good run is astonishing to watch – imagine someone skating *backwards* up to a fence, vaulting over it and landing into a grind along a

"IMAGINE SOMEONE SKATING BACKWARDS UP TO A FENCE, VAULTING OVER IT AND LANDING ON A MOVING TRAIN FOR AN IDEA OF WHAT'S POSSIBLE"

FEET OF FLAME: The Juice bar - top left - has to be topped up for fiery-skate-speed. Run it down, and it's game over.

VAULT 'N' PEPPER: The ability to clear waist-high fences becomes invaluable to combos.

moving train for an idea of what's possible. There isn't *quite* the depth of *THPS3* – it's somewhat lacking in flatland moves, modifiers and flip tricks – but the potential for scampering, skates ablaze, up buildings and across wires almost makes up for it. It's also conspicuously easy to get to grips with after the punishing grind-balancing of the Hawker, but – as Dan never tires of explaining ("The wheels are strapped to their feet!") – inline skating's a bit like that. Switch stance and reverts have been replaced by rolling backwards and pulling Cell Slides, offering plenty of scope for individual flair.

The levels are enormous – bewildering when you first see them, all the more so once you start to open them up. Cleverly – and again, like the forthcoming *Hawk's 4* – there's no time limit, so you're free to simply trundle around, tackling challenges as and when you feel like it. Chat to the slurring tramp, for instance, and he'll ask you (duuude) to handplant the gargoyles that're stealing his brain. Summon the skater-ghost in the cemetery, and you've got two minutes to rack up 60,000 points – if you do so, you're rewarded by a nearby tree sprouting gap-spanning branches. Typically, each level has four or five challenges that radically deform the scenery, adding half-pipes or grinds and opening previously inaccessible areas. Brilliantly, even your aimless meanderings are worthwhile thanks to the experience system that replaces traditional Stat Point treasure-hunting. If you nail a successful type of trick – grinding, say – several times in quick succession, your skill in that area will steadily improve, which results in building a skater who is strong in all the same areas as you.

SWING DYNASTY: *Inline*'s runs aren't nearly as predefined as *Airblade*'s - plenty of space for improvisation.

In a moon-sized field of competitors, *Aggressive Inline* stands out from the crowd by being fairly good and trying to do something a bit new. The physics don't feel *quite* as solid as *Tony's*, and the graphics certainly aren't as crisp – but in terms of game structure, Z-Axis have sneaked ahead of the competition. The free-roaming element works perfectly – rather than setting off with a specific goal in mind, you're left to wander about, making for a less frustrating, and far more rewarding game. It doesn't detract from the one-more-go appeal either – there are lines aplenty and stacks of time-specific challenges to tackle if you so wish. It's a shame that the skater animations aren't slightly cleaner, though – anyone who decides to buy it for the Boob Technology is going to be sorely disappointed, we're afraid – and the two-player mode tends to chug a bit, but those are little flaws that don't detract that much from the main game. If you've already got *THPS3* and you're looking for a little something to bridge the gap until the next installment arrives, you really couldn't ask for more. **PSM2**

Aggressive Inline pulls a T-stop into the shops just under a week after this mag comes out

OFF THE WALL: After complaining about the preview code, we're pleased to report that Wall Rides are much improved.

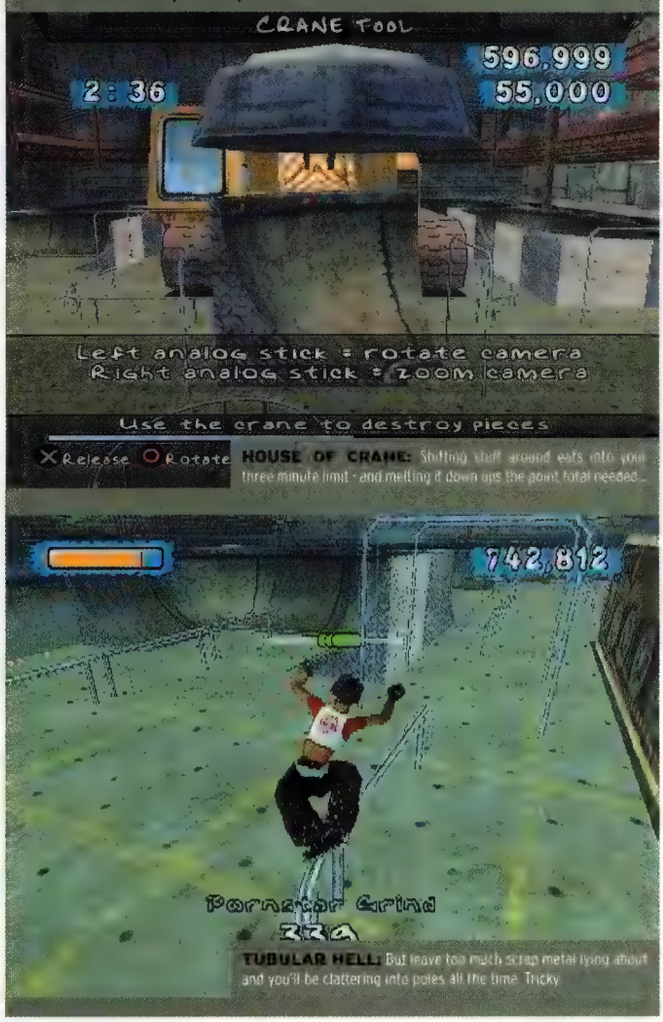
IMPACT POINT

A photographer challenges you to front-flip across a vert transfer. You build up speed, angle in and launch into space... There's a shutter-snapping pause as you view the scene from multiple angles... And then you clatter into the floor.

ROGER BANNISTER: The car factory's a chugging automated nightmare of moving parts and big gaps to fall off.

ALONE IN THE PARK

Park Editors – too much hassle, no? Typically, we manage to line up two grinds and a ramp before it all gets a bit tedious and we're off back to the levels that have been designed by paid professionals. Cleverly though, *Inline* integrates the Editor into the main game – as in the junkyard, where you're given a clunking great collection of pipes, a magnetic crane and three minutes to rack up 60,000 points...


CRANE TOOL
596,999
2:36
55,000
Left analog stick = rotate camera
Right analog stick = zoom camera
Use the crane to destroy pieces
X Release O Rotate
HOUSE OF CRANE: Shifting stuff around eats into your three minute limit - and melting it down ups the point total needed...
742,812
Pornstar Grind
TUBULAR HELL: But leave too much scrap metal lying about and you'll be clattering into poles all the time. Tricky.

INSIGHT

The game was originally titled *Chris Edwards Inline*, after the founding father of the 'aggressive' movement and bit-part actor in Corey Haim classic Prayer Of The Rollerboys.

ROLLER'S CHOICE

1 **TONY HAWK'S PRO SKATER 3**
One of those struggle to put it down, hide the PS2 in a cupboard games. Unstoppable.

2 **SSX TRICKY**
A different feel to the other two, and definitely the most adrenaline-heavy game on PS2.

3 **AGGRESSIVE INLINE**
A decent game, made near-essential by the inclusion of a solid, clever career path.

PSM2 VERDICT

GAMEPLAY
+ Excellent level design, good opportunities for showing off
- Not quite as polished as THPS

GRAPHICS
+ Massive, massive levels.
- Not as sharp as *Tony*, wholly unnecessary blood spatter.

SOUND
+ Comic pedestrian profanity.
- Relentless ska/punk rockiness.

LIFESPAN
+ Unlocking everything takes ages
- Do you **want** a video of Chris Taig?

OVERALL
Huge, entertaining and engrossing to play – a bit more shine could have made this a real contender to the *Hawk* crown..

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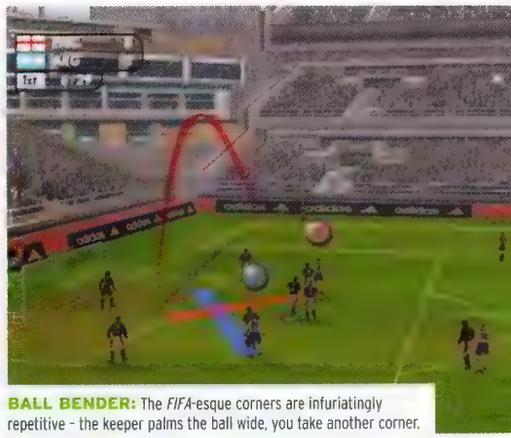
GNARLY

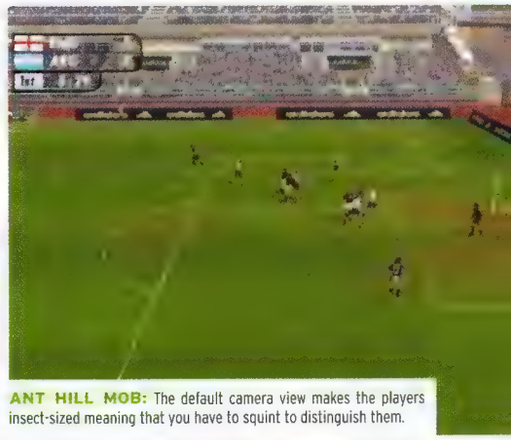
INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Rage
- **PUBLISHER** Rage
- **GAME TYPE** Sports sim
- **PRICE** £34.99
- **ESSENTIALS** Memory Card, MultiTap 2, ear plugs

DETAILS
- Four players
- Five Tournaments
- Three Arcade modes – Survival, Classic Match, Beat Brazil
- Three level training challenge

OUT UK NOW



BALL BENDER: The *FIFA*-esque corners are infuriatingly repetitive – the keeper palms the ball wide, you take another corner.



ANT HILL MOB: The default camera view makes the players insect-sized meaning that you have to squint to distinguish them.

DAVID BECKHAM SOCCER

He's rich, successful, good looking and adored by the nation. But at least his game is pants.

REVIEWER: David Harrison

David Beckham is a popular guy. Gone is the image of a poser who got himself sent off for a bookable strop. Today he is England's favourite son and a loving father with a keen sense of humour as shown via his comedy haircuts. So there's no reason why playing *David Beckham Soccer* should alter your opinion. After all, he didn't make it. All he did was lend someone his face for a chest full of gold doubloons.

But if Becks *had* made this game – had a crack at the coding and perhaps got Nicky Butt to tweak the AI, with Giggsy handling the animation – it could well have been a better game. Because Rage's effort completely sucks.

This is an ugly heel of game that's riddled with inadequacy. Even though the presentation and gameplay plunge into depths only occupied by *International League Soccer* and bear baiting, it's the menu screen song that truly turns *DBS* from a videogame into a form of abuse.

As for the rest of the presentation, it becomes less annoying and just plain sloppy. As it's license-less, all the names (apart from Beckham's) have been misspelt, which isn't a problem as we can all recognise Owen as Owin. It's just that the squads are packed with daft choices. For instance, why is Tony Adams in the England squad, even though he announced his international a year or so back? It's not a big deal but then again there's no reason why these details should be overlooked.

The gameplay is equally retarded. First off the defending is made unnecessarily tough as your central defenders are acres apart, don't mark and don't track back which means the opposition can waltz through on goal far too easily. The passing just about works but the movement of your team-mates is more a hindrance than help. The best way to score is to find a quick player and peg it through the middle and get yourself a corner.

It makes perfect sense that set pieces should be important in a David Beckham game but nothing can prepare you for the *DBS*'s virtua recreation of a corner kick. Just hit any button to swing the ball in, then tap shoot. After a point blank save by the keeper you'll get another corner, so repeat the process. And then again. And again... And again. PSM2's record for consecutive penalties was 14 before Dyer hit the bar and a defender bundled it over the line. Wasn't this game tested? And if it was, had the tester watched a game of football?

If you like football, don't buy this game. If you like David Beckham, don't buy this game. Just send him the money in the post, because playing *DBS* will only bring you misery. It's a crying shame that someone out there will buy this just because of the name. Endorsement will have triumphed over sense and Rage would have won – this must not happen. **PSM2**

Goldeneye: DBS is available now.

DRAW THE LINE: The Beckham-orchestrated training mode is the only element of interest, but *Pro Evo 2* will boast a far better one...

INSIGHT

One Saturday, Beckham bought a thermos flask into training with him, as he had been told that it kept hot things hot and cold things cold. Later, when he was asked what the thermos contained, he replied, "Two cups of coffee and a choc ice."

"WASN'T THIS GAME TESTED? AND IF IT WAS, HAD THE TESTER WATCHED A GAME OF FOOTBALL?"

POSH'S CHOICE

1. **PRO EVOLUTION SOCCER** Brilliant, but could soon be replaced by *Pro Evo 2* as the 'best footy sim ever'.
2. **2002 FIFA WORLD CUP** Bursting with options, but the action is far too predictable.
3. **DAVID BECKHAM SOCCER** Barely playable and makes no sense at all. Beckham's worst ever delivery.

PSM2 VERDICT

GAMEPLAY
+ The direct free kicks are accurate.
- A test of patience rather than skill.

GRAPHICS
+ You can recognise Beckham...
- ... Because his name's on the back of his shirt.

SOUND
+ Big Ron does the co-commentary. Always a good listen.
- That 'song' is an affront to everything good in the world.

LIFESPAN
+ There's plenty of modes and options to attempt.
- Not worth a moment of anyone's time.

OVERALL
A tragic, clumsy, fumbling, folk dance that attempts to pass itself off as football. Even Man U fans don't deserve this.

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FLUFFED

OUT UK NOW

HIGH HEAT MAJOR LEAGUE BASEBALL 2003

It's the bottom of the ninth, bases loaded and it's three and two... and we've no idea what we're talking about.

All Star Baseball 2003 is a very competent baseball sim. But, the more you play it the more you realise that it thinks it's too cool for school. You get the impression that it could have just as much fun without you. So, if you start to get that alienated feeling, _High Heat_ is the perfect remedy.

Big on getting you involved, this friendly hardball game lets you stick your finger into every pie. You control fielders, batting line-ups, pitcher changes, choice of pitch and whether to steal or to hold. There's a whole world of choices – such as tactically walking dangerous hitters – right at your fingertips, thanks to a crystal-clear control system. While _All-Star_ had a problem being either too hard or too easy, _High Heat_ gives you the opportunity to adjust the speed of pitches, speed of fielders and the throws so you can fine-tune the action to suit your ability.

The downside to this 'matey' feel to the game is that the presentation looks like the dog's been at it – the edges are all chewed and it's all a bit soggy. The main problem is the animation which is simian at best. This mainly affects the fielders and you get the feeling they're hovering above rather than playing on the grass. There's also some alarming glitches, like invisible basemen catching the ball and players disappearing into walls.

These boo-boos would be unforgivable in other games, but _High Heat_ has charm. While it might not look pretty, it's got that hunger – that eye of the tiger. **PSM2**

FLING TO WIN: It's easy to immediately get stuck into the game as there's always plenty of on-screen help to guide the novice.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

OVERALL
Scrappy delivery and monkey animation can't conceal a very tasty baseball sim. The arcadey alternative to _All-Star_.

71

HOME RUN

BAGGED ME A HOMER: The batting is less complicated than in _All Star_. It's all about timing and guessing the height.

FEELING PEAKY: Despite attempts to layer the game with detail, the whole experience is far too scruffy to really convince.

OUT UK NOW

SHIFTERS

"A little change will do you good" warbled Sheryl Crow. Nonsense – take a look at _Shifters_.

Odd really, considering the potential, that 3DO's latest makes us want to gouge out our eyes with a rolled-up instruction manual and stumble to the edge of a cliff shouting, "Why?, WHY?, WHHHY?". Not that _Shifters_ is _awful_ – but clumsy design and lazy playtesting transform the experience into a patience-whittling mind-shag.

The gimmick? Hero Alleron can transform into a variety of beasts, including grunts, genies and, um, elephants. Each animal has different abilities, allowing you to pass through walls and jump huge distances. Attributes can be boosted by collecting scrolls, coins and weapons. All the elements of a decent arcade adventure are tick-list correct.

Sadly, _Shifters_ isn't so much sloppy, as covered from head to toe in gravy. Collision detection is risible – characters sometimes 'float' above scenery and lock in animation frames during combat. On one occasion, we were able to see enemies on the other side of a wall, *because their arms were poking through solid cement*. Swordplay's mono-dimensional and feels like stabbing a treacle pudding with a parsnip. The camera wobbles, jumping's imprecise and plot progression's utterly confusing.

Nothing about _Shifters_ makes you want to persevere with its clumsiness – save your cash for _Onimusha 2_ or, if you're desperate, sit in the garden watching Manimal repeats. **PSM2**

SHIFT UPPER LIP: Three games later, and you _still_ can't get the bleedin' Mask Of The Accused off. It must be starting to chaff...

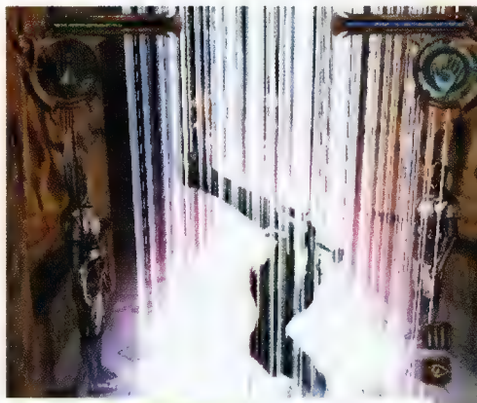
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

OVERALL
A novel idea blighted by muddled gameplay and structure. Only for _Might and Magic_ fans with patience the breadth of Middle Earth.

40

MAGGOT-RIDDEN



CHANGE FOR THE WORSE: Shifting's essential to tackle the later puzzles. If you've got the iron-clad stamina to get there.

TOO TRUNK TO RUCK: Combat's a desultory affair, thanks to the absence of any proper combos or worthwhile tactics.

OUT UK 28TH JUNE

COMMANDOS 2:

"EACH MISSION OFFERS FRESH CHALLENGES AND SOME VERY

COMMANDOS 2: MEN OF COURAGE

"A LITTLE CREATIVE THINKING GOES A LONG WAY"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Pyro
- **PUBLISHER**
  Eidos
- **GAME TYPE**
  Strategy
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Nine uniquely-skilled troops to command on the battlefield, including a saucy Parisian missus. And a dog.
- Not a PC-style point-and-clicker. You have direct movement control of your troops.
- Certain vehicles can be commandeered, such as speedboats and tanks.
- Many levels feature indoor sub-maps, for sewer networks, building and so on.

INNER GUILE: Lupin the thief sneaks into a German office. He'll have to keep it quiet - there's a soldier just outside the door.

PARK IT GARDEN: When Jerry's packing rifles and sub-machine-guns, any bit of cover - such as these trees - is a godsend.

MEN OF COURAGE

SMART LEVEL DESIGN"

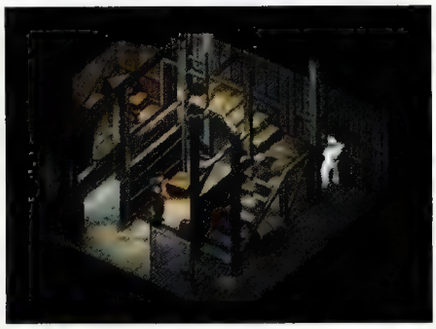
Alright Tommy. Pack up your troubles in your old kit bag – but do it quietly, so you don't alert The Bosch.

REVIEWER: Alex Bickham

North Africa, 1941: a British army officer with an inquisitive mind, who goes by the name of David Stirling, has a rather novel idea. Instead of wasting Britain's precious (and rapidly diminishing) tank forces against Rommel's well-defended positions, he reckoned that a few hardy, level-headed troops could do the job just as well with a bit of sneaking around and a handful of explosives. Next thing you know he's off to tell his CO all about it. But the bigwig's out, and the office guards turn him away. Naturally, he sneaks round the back and vaults the fence. When the CO walks in, he finds Stirling sitting in his office, grinning like a Cheshire cat. Needless to say, the CO in question is all too keen to see these tactics in action and thus, the SAS was born. In its first two years alone, this covert-ops force destroys over 400 German aircraft.

A tale that illustrates how a little creative thinking can go a long way. And that, in a nutshell, is what makes *Commandos 2: Men Of Courage* so appealing: you can tackle the missions it throws at you in any way you choose. All you need is a few good men, a gutsy plan, and the balls to carry it off.

C2 is a real-time strategy game, but not in the conventional sense. There's no unit production or resource management; no tank-rushes or base building. Instead, you've a handful of trained ▶



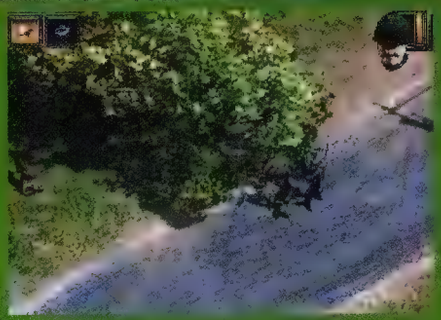
MR SOFTLY: You'll frequently face situations where engaging the enemy is more hassle than it's worth. Steer well clear.

ICE PICK: The scenery is ace, ranging as it does from icy wastes, to the sub-tropics and more temperate areas.

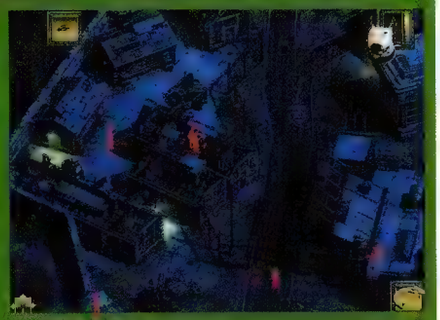
SEWING CIRCLE: A cluster of chatting guards can be the death of you. The best approach? Flick a grenade between them.

MONKEY BUSINESS

You'll be getting up to all kinds of naughty business behind Fritz's back, and experimentation is definitely the key to success in this area. Take the humble box of fags, for example. Sling a pack near a sentry, and he'll look to the source of the sound, even strolling over there, in some cases. As you might imagine, this is very handy when you've got saucy, behind-the-scenes stuff to get up to. How would you know this if you didn't try it?



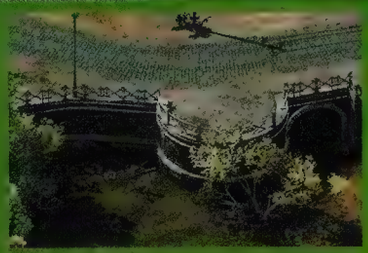
BISH BOSCH: A sock to the noggin, and Nazi boy's down... but not out. The best option is to tie him up and stash him away.



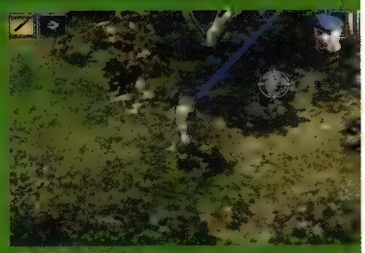
BARKING LAD: Whiskey the dog is one of the boys, and his main skill is barking. Handy, as it draws enemy attention.

A RECIPE FOR DISASTER

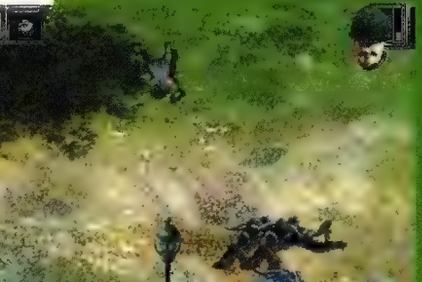
Completing any given mission is a multi-stage process. And while it's nice to think that a swift charge and the element of surprise will be tools enough for the job, they're not. You have to examine the area you're working in carefully, and use any resources that you can get your mitts on to their fullest potential. After all, you wouldn't use a grenade against an enemy soldier if the same grenade was capable of taking out five, would you? It's all about getting the most extensive use out of your kit. And it's *always* worth hunting around – you never know what you might find.



HELPING HAND: There's a squad of allied troops pinned down by enemy fire. It's your job to help 'em.



SILENT FIGHT: Use the Green Beret to sneak up behind enemy troops and slip the knife in, real quiet like.



MICRO SHOOTER: After collecting a rifle from a German soldier, the gunner cleans up the Nazi forces.

BOMB WAD: Clear out the area and a force of around [illegible] arrives into the fray. Grenades. Nuff said.

FOIL TANKER: a Panzer III rolls in. Now, didn't I see a box of mines stashed around here somewhere?

▶specialists, deployed in a series of WW2 scenarios. And while most of your men share certain skills, such as the ability to aim a pistol (or a Tyson weighted right hook), each also has his own special party trick – detecting mines, planting explosives, distracting enemy soldiers by flashing a bit of skirt (no, really) and so on. Plus you'll need every damn one of them in this game because, ladies and gents, *Commandos 2* is what experts refer to as 'Rather Tricky'. In a good way, mind.

Each of the objective-based missions you undertake (there are ten main ones and ten bonus mini-missions to unlock) is peopled with hordes of jackbooted German soldiers who are all too ready to open up with the automatics and mow your soldiers down. And mown down they'll be, countless times, before you get the trick of it. Your chaps will be lucky to get away with a few rounds before they're out for the count.

So what's the answer? Stealth, in well-concealed abundance. Every enemy soldier guarding the shipyards, bases and other installations you're there to sabotage has his own vision 'cone', which can be viewed via one of the in-game menus. This allows you to see exactly how far an enemy's vision extends, and thus avoid his sentinel gaze. It also allows you to put plans of attack together, after watching each guard's pre-set patrol route, you can sneak up behind one when his buddies aren't looking and slip the knife in, pop a cap in his ass or otherwise take him out of the picture. Naturally, guards get a bit suss at the sight of dead chums, so it's also wise to lug the corpses you create to a quiet spot. Guards will also raise the alarm if they hear gunshots or spot your

MINES A LARGE ONE: You don't want to stand in front of a Panzer III. Their explosive shells will make mincemeat of you.

IMPACT POINT

Commandos 2 certainly draws water from all the right wells. Alongside the Colditz and Bridge Over The River Kwai missions, you've got a bit of Das Boot-inspired action in Night Of The Wolves, and some Guns Of Navarone-style fruitiness in the mission The Guns Of Savo Island. Telly Savalas will be twirling in his grave.

"YOU'LL BE WRESTLING WITH THE CONTROL SYSTEM FOR A GOOD FEW HOURS BEFORE EVERYTHING SLIPS INTO PLACE AND YOUR FINGERS LEARN WHAT TO DO"

INSIGHT

■ Pyro studios, the architects of *Commandos 2*, are currently working on a Roman RTS called *Praetorians*. The game is huge in scale, taking you on campaigns through Africa, Europe and Rome itself. To view movies of the game in action, visit www.eidos interactive.co.uk/gss/praetorians

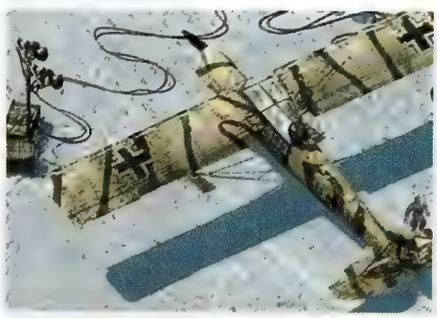
footprints in sand or snow. Also, if the alarm *is* raised, half the German army will swoop down on your position faster than you can scream "Mein Gott" and kill your men. Dead. Sheesh. Sounds a bit like hard work, eh?

Well... it is. But it's the reward you feel when a plan comes together that makes it all worthwhile. The odds are truly stacked against you, and the best way to fight back is with serious observation of each map's objectives and hotspots, and a deep glug of methodical planning. With each new mission, you'll find yourself thinking, "Now, what the *hell* am I supposed to do here?" So you take an approach, and play it through until it either works or it doesn't. If it works, you plan out in your mind how to reach your next objective point and crack on. Again, the beauty of it is that there are no right or wrong answers, there are just easier and harder ways to tackle missions. For example, you can only control one Commando at a time, but you *can* leave the rest in ambush positions with pistols or rifles raised, and use one as a running decoy to drag German troops into their fire-arcs. Initiating out-and-out firefights this way is sometimes a good option, but you won't want to do it in heavily-patrolled territory. Of which there are plenty – on your travels you get to visit Castle Colditz and the Bridge Over The River Kwai. You see, *Commandos 2* isn't afraid to borrow from famous engagements, and each mission offers fresh challenges, fabulous scenery and some very smart level design.

But, like any tough job, the game takes perseverance. For instance, you'll be wrestling with the control system for a good few hours before everything slips into place and your fingers learn what to do without your head having to intervene. There are several action and item sub-menus that appear on various parts of the screen and, while these are icon-driven, they can be a bitch to get used to as some of the icons are hard to make out. Also, the game saving/loading facility is, quite frankly, a pain in the arse. Reloading your game mid-mission (which you'll be doing time and time again at the tricky bits) is a multi-stage menu-hop, and when you finally get there, loading takes bloody ages – in excess of a minute in some cases. Nightmare. If those times aren't optimized by release, we'll be disappointed.

But, when all's said and done, it's still a class act, and one you'll wrestle with for some time to come. Any game that prompts you to examine your resources so critically and to think creatively around the tactical challenge it offers must be a good thing. All-in-all, a decorative effort. PSM2

Commandos 2 will be sneaking onto shelves a week after this mag comes out



WAY OUT: There's only one way out of this icy Nazi hell-hole, and here it is. Do make sure you don't blow it up by accident, old boy.

CHARLIE'S CHOICE

1 **COMMANDOS 2: MEN OF COURAGE**
A gripping balance of action and strategy that lacks in brilliance due to poor controls.

2 **COMBAT ZONE**
A decent RTS take on modern warfare. Not great looking but attractively priced.

3 **AGE OF EMPIRES: AGE OF KINGS**
Really needs a mouse to be enjoyed, but it's still got some of the best tactical gaming on PS2 at the mo.

PSM2 VERDICT

GAMEPLAY
+ Neat 'freeform' mission structure
- Tedious loading times for saved games

GRAPHICS
+ Levels look ace from a distance...
- ... But things get chunky up close.

SOUND
+ Rousing classic themes, great player chatter.
- By-the-numbers commentary.

LIFESPAN
+ Ten levels, with each being pretty complex.
+ Mini bonus missions make a nice diversion.

OVERALL
If you demand instant satisfaction, *Commandos 2* won't appeal. But, if you like your victories rewarding, it's got your name all over it.

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BATTLE READY

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Pandemic Studios
- **PUBLISHER** 3DO
- **GAME TYPE** Strategy
- **PRICE** £39.99
- **ESSENTIALS** One-player, DualShock 2, Memory Card

DETAILS

- Boot Camp training mode – learn basic troop command, combat and resource deployment.
- Campaign, Special Ops and Great Battles modes.
- Surveillance Report unlockable extras.

OUT UK NOW

GNOME ALONE: Flimsy garden ornament, or devastating collection of tiny guns? Cannibalising tat is the key to success.

MAJOR DISAPPOINTMENT: Shame the leaders aren't closer to *Command And Conquer*'s notoriously chatty Commandos.

ARMY MEN R.T.S

The Army Men turn a potential tactical *tour-de-force* into a gung-ho garden party.

REVIEWER: Dan Dawkins

No wait, *really*, this might be good. Who didn't love crawling round the garden, balancing ghurkas in the rockery and whispering, "eat bazooka" to a handful of plastic soldiers? By all accounts, *Army Men RTS* should be equally engaging, but with no danger of scuffing your plimsolls or leaving a rogue sniper to knacker your strimmer. Brilliant, eh? Except, of course, it's not. Unless you're still into patio war games, 3DO's latest is a sad, if not entirely joyless, disappointment.

The mechanics are simple. Tap ◎ to select a group of soldiers and ⊗ to march them about. Combat occurs automatically, so there's no need to wibble about with complex targeting or weapon selection. After half an hour in the boot camp, you'll be harvesting plastic supplies, building tanks and flanking enemy emplacements like an Airfix Eisenhower. Base construction's unfussy, with only a basic variety of buildings, such as watch towers and barbed wire fences, needed to build a fearsome HQ.

The good bit. Plastic – harvested from garden objects – is in scarce supply, while your transport trucks are under threat from the tooled-up tan army. At its height, you're juggling troop deployment, vehicle building and resource harvesting while dodging PVC shelling. It's compelling stuff – mercifully shorn of traditional arguments over who's been shot and soldiers who've 'magically' gained a force field.

But the combat is shallower than a B&Q water feature. Quite simply, the side with the most soldiers wins. It's a knockdown war of attrition, with the emphasis on resource management. Sure, that's war, but we'd have preferred greater complexity – with refined squad movement, measured use of natural terrain and careful deployment of weaponry. Sarge, Scorch and the 'celebrity' Army Men might have bigger weapons than standard soldiers, but their combat options are exactly the same – move and shoot.

It's not all bad. Some missions require timed charges across heavily-defended terrain, some a softly, softly approach and strategic party division. Sadly, because you can't split soldiers into defined groups, it's almost impossible to catch the enemy in a pincer movement. An area in which Konami's *Age of Empires* excelled. As kids, we sometimes mashed soldiers together to replicate a shoot-out – the side with less bent men emerging victorious. Tellingly, the feeling's not much different here.

Too facile for *RTS* veterans, too complex for shoot-'em-up junkies – 3DO's latest is stranded in no-mans land. Only nostalgia fans with money to burn need enlist. There's a good game in there somewhere, but it's lost between the geraniums and the GI with the wonky knee. **PSM2**

Army Men fans should march to the shops on the double.

TOY GORY: Run forward – shoot a lot. RTS takes the Lord Kitchener approach to warfare, which can only become tedious.

INSIGHT

Pandemic Studios was previously responsible for the acclaimed PC titles *Dark Reign 2* and *Battlezone 2*. *Army Men RTS* is its first game on PS2.

KURTZ'S CHOICE

1. **CONFLICT ZONE** A fully scalable, intelligent RTS with the emphasis on combat – yours for only twenty quid.
2. **AGE OF EMPIRES** Looks rubbish, plays like the clappers. Tough, expansive and rewarding.
3. **ARMY MEN RTS** Instinctive and cheery, but the one-dimensional combat melts the long term appeal.

PSM2 VERDICT

GAMEPLAY
+ Instant, with addictive resource juggling
- Simplified combat, limited tactics

GRAPHICS
+ Nice scaling and neat nostalgic touches
- Sheerly functional. Bit low-res.

SOUND
+ Great banter and spot effects.
- Which get repetitive.

LIFESPAN
+ Lots of extra missions and replay incentives
- Gameplay lacks subtlety.

OVERALL
A hybrid of strategy and nostalgia, which misses its target audience. Neither joyless or unprofessional – simply a missed opportunity.

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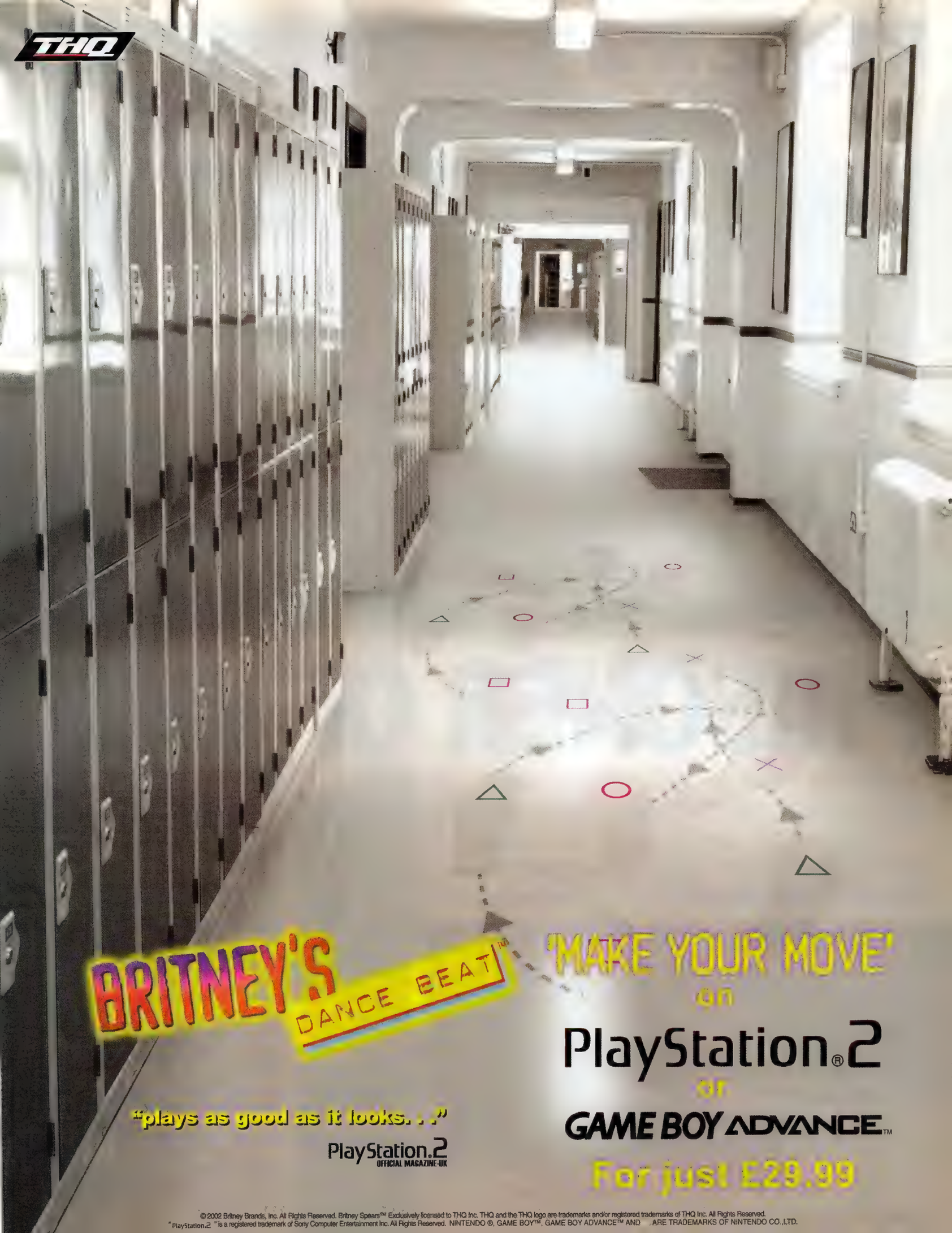
CHILD'S PLAY



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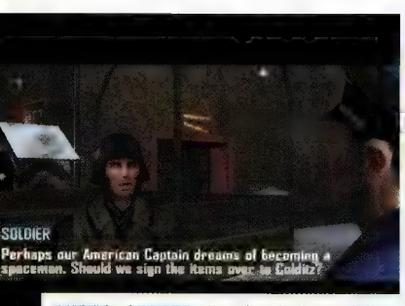
OUT UK now

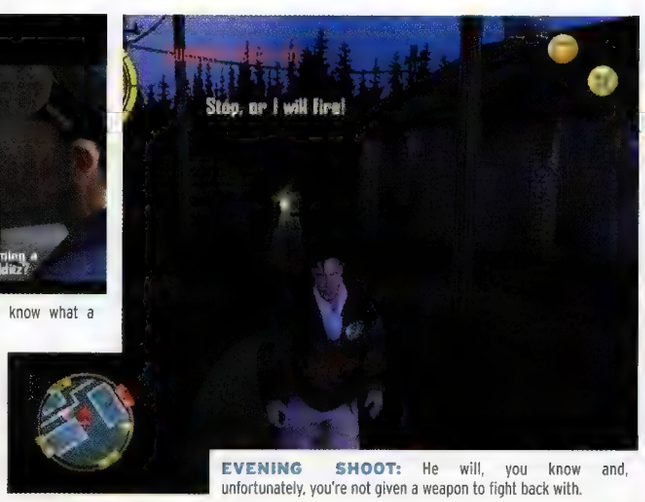
PRISONER OF WAR

Steve McQueen is sadly absent from this Great Escape, which means that you'll have to create your own plan from scratch – without the added bonus of a motorbike and Richard Attenborough.

REVIEWER: Dean Mortlock



OUTER SPACED: How does he know what a spaceman is, eh? Must be on drugs...



EVENING SHOOT: He will, you know and, unfortunately, you're not given a weapon to fight back with.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Wide Games
- **PUBLISHER** Codemasters
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Four accurately modelled German POW camps.
- 32 interactive characters.
- A soundtrack that matches the action. Caught in a spotlight? The orchestral hit will have you leaping out of your seat.

Whittling tools out of bars of soap was clever, but creating travel documents from nothing but a couple of sheets of toilet roll and a tin of boot polish took ingenuity. The kids of today? They have trouble eating using cutlery but, back in the war (that's World War 2 to you, sonny), every brave Brylcreemed Tommy could make the impossible out of the illogical when they were trapped in a prisoner of war camp with nothing to do all day but play football badly and plan their escape.

Skip forward 50-odd years and, back in the virtual world, the rugged GI Lewis Stone has unfortunately been shot down on an operation over Germany and incarcerated in a low-security prisoner of war camp... And so the game begins.

The influences for *Prisoner of War* are numerous – with *Metal Gear Solid* being the obvious one – but there are also tons of minute touches that ooze pure originality. For starters, the NPCs (Non-Playable Characters) are created using an AI system that's pretty detailed. They move, interact with each other and go about their business in an impressively realistic fashion.

More interesting is the game's control method. As this game is a curious blend of stealth, strategy and historical adventure, you might think that the control method would be suitably

GLOWER KRAUT: Osama Bin Laden? Nah, these blokes are *really* evil... A special kind of Nazi evil that means they wear black a lot.

complex, but the truth is that it's one of the best-designed systems we've seen for a while. While some buttons are set, the main controls are handled by two action buttons, ⊗ and ◻ and these two will handle most of the action. When you walk up to a door, for example, a small icon appears over the ⊗ button to show you that pressing it will open it. Another icon appears over the ◻ button, though, and this one shows you that pressing it allows you to peak through to keyhole to spot any lurking German guards.

This is a trend that continues through most of the game, so from communicating with your fellow inmates to scaling walls and fences, you'll find the same style of icon pop up to tell you that an object can be used or a person talked to.

Like we said, *Prisoner of War* plays like a historic *Metal Gear Solid*. A map in the corner of the screen shows the position and viewing range of the guards (from foot patrols to guarded sentry posts) and, like Mr Snake, you skulk around the buildings, sliding along the walls and tapping on doors to alert the guards inside. Unlike Solid Snake, though, you remain unarmed, several million soldiers worldwide, it seems that the Allies can rely on only one man to save the day... Which is where you come in.

Caught and alone (your co-pilot doesn't join you for a while), you need to talk to the other prisoners to find out the best escape routes and, more often than not, you'll need to bribe them for the info you'll need by paying them in the game's currency. This tends to not be the folding stuff, but cigarettes and alcohol. These have to be found on so you have to rely on more traditional methods to avoid detection.

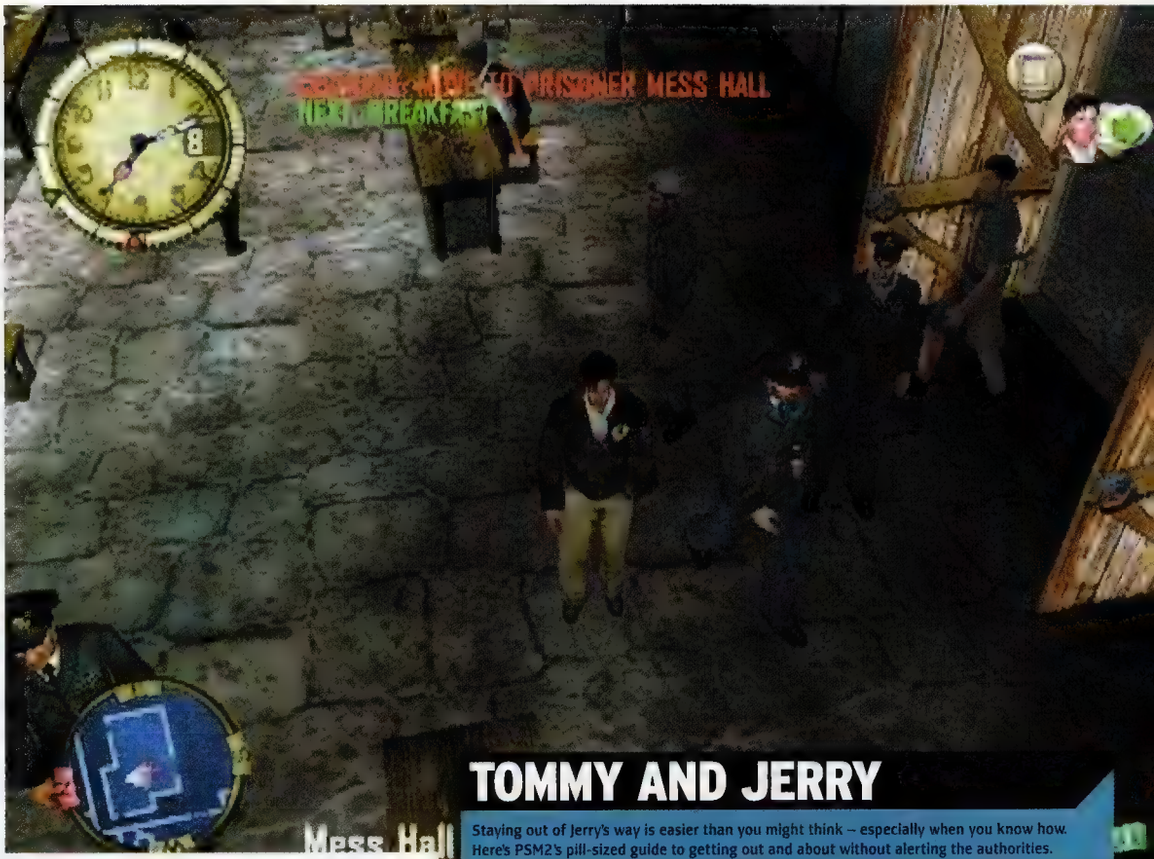
Set over four accurately modelled camps (from Stalag Luft to the infamous Colditz Castle) the storyline sees Lewis attempt to bash, slip and leap his way over, through and out of all of them. The overall storyline (for there has to be one) is fairly weak. The Germans are developing a mysterious new weapon that, if completed, is sure to change the course of the war. Remarkably, with the shelves and tables of the guard's barracks or the infirmary, so you'll need to sneak around to collect these first, or your Allied chums won't spill so much as a bean for you.

You can barter for more than information, though. Find the right prisoner and you're able to buy a tin of boot polish (wear it for night-time manoeuvres) or a useful pair of mini-binoculars.

All the action happens in real-time, so morning breaks to the sound of a cockerel and ▶

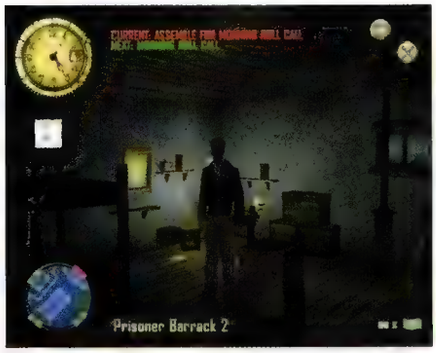
INSIGHT

Prisoner of War has been developed by the Brighton-based Wide Games. A relatively new face on the designer scene, Wide Games are extremely proud of the 3D graphics engine they've created for *Prisoner of War* and plan to show it off in their next project, a driving game called *Rush Club*.

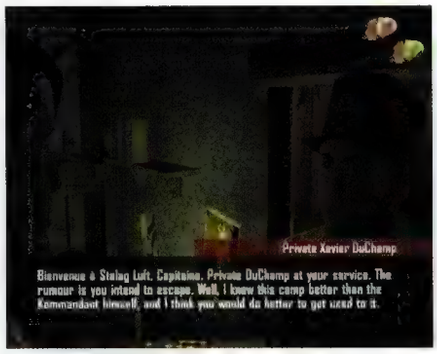


CHOW DO: Don't expect bacon and eggs with the Tommys, you'll be lucky to get porridge for brekkie in this greasy spoon.

"YOU SKULK AROUND THE BUILDINGS, SLIDING AROUND THE WALLS AND TAPPING ON DOORS TO ALERT THE GUARDS INSIDE"



STEADY BREK: You'd better head outside for roll call or you'll have the guards throwing your sorry ass in the slammer.


Private Xavier DuChamp
Bienvenue à Stalag Luft, Capitaine. Private DuChamp at your service. The rumour is you intend to escape. Well, I know this camp better than the Kommandant himself, and I think you would do better to get used to it.

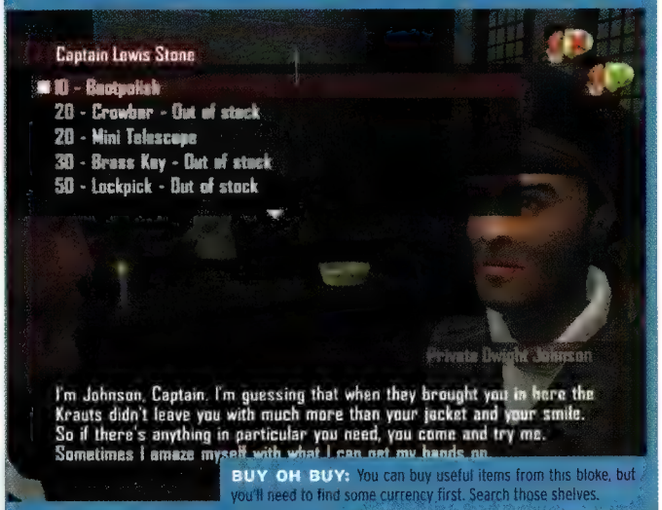
CHAT IN A HAT: Keep hassling the other prisoners and they'll usually release choice nuggets of help and advice.

TOMMY AND JERRY

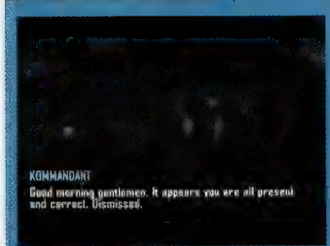
Staying out of Jerry's way is easier than you might think – especially when you know how. Here's PSM2's pill-sized guide to getting out and about without alerting the authorities.

CAMP SHADE: Buy some boot polish and, after finding a mirror, you're able to blacken your face to avoid detection at night.

JEEPERS PEEPERS: Want to know what's on the other side of a door? Peaking through the keyhole will tell you.

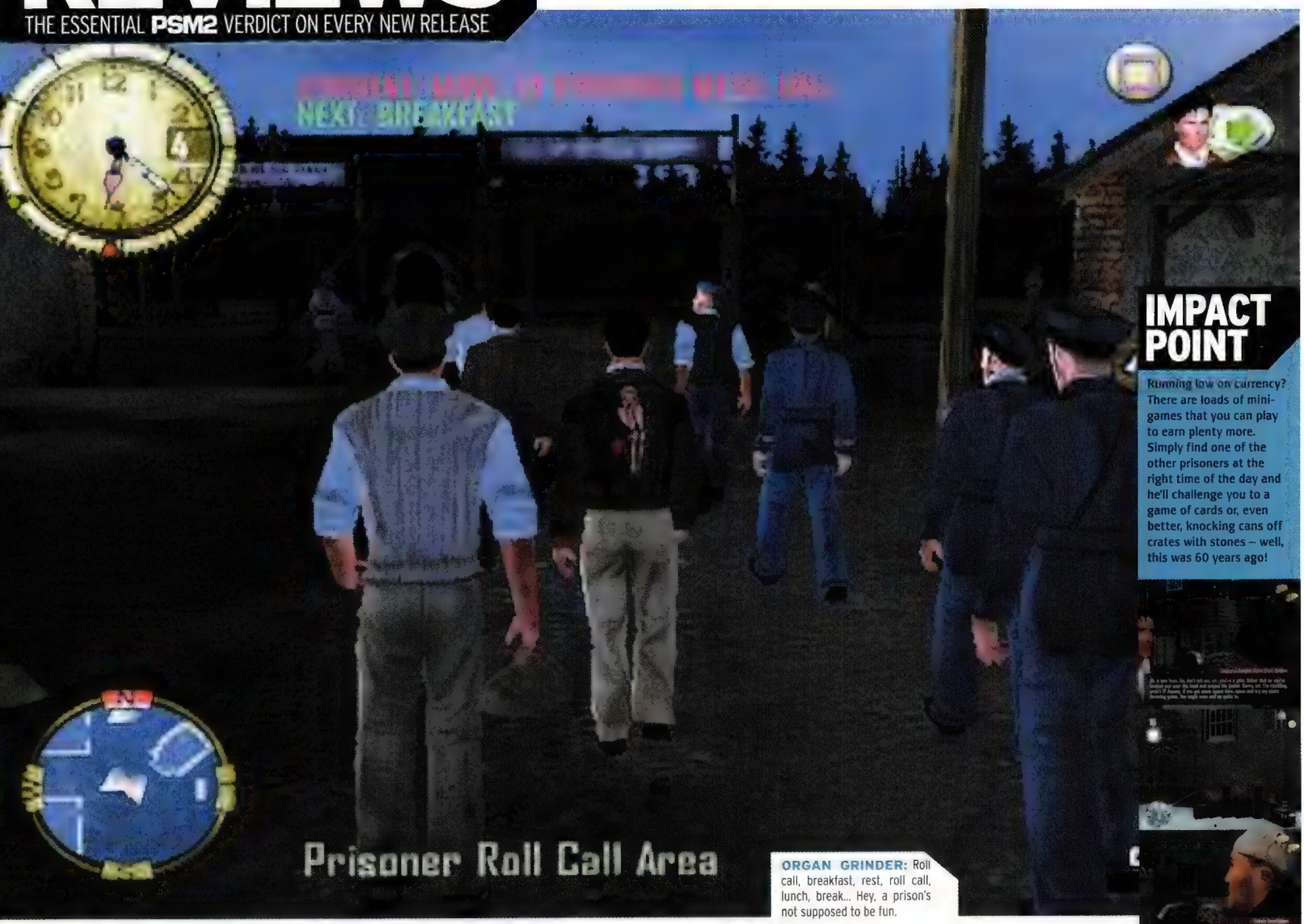

Captain Lewis Stone
10 - Bootpolish
20 - Crowbar - Out of stock
20 - Mini Telescope
30 - Brass Key - Out of stock
50 - Lockpick - Out of stock
Private Dwight Johnson
I'm Johnson, Captain. I'm guessing that when they brought you in here the Krauts didn't leave you with much more than your jacket and your smile. So if there's anything in particular you need, you come and try me. Sometimes I amaze myself with what I can get my hands on.

BUY OH BUY: You can buy useful items from this bloke, but you'll need to find some currency first. Search those shelves.



SQUARE MASHING: Show up for these inspections or the guards will be after you.

DODGE SNIPER: Remember that you're unarmed, so try to keep away from the guards.



IMPACT POINT

Running low on currency? There are loads of mini-games that you can play to earn plenty more. Simply find one of the other prisoners at the right time of the day and he'll challenge you to a game of cards or, even better, knocking cans off crates with stones – well, this was 60 years ago!

ORGAN GRINDER: Roll call, breakfast, rest, roll call, lunch, break... Hey, a prison's not supposed to be fun.

"THE ACTUAL REALITY OF TRAIPSING AROUND A GLOOMY PRISONER OF WAR CAMP ISN'T SOMETHING TO GET TOO EXCITED ABOUT"

INSIGHT

Spong alert! Codemasters claim that *Prisoner of War* is the first game of its kind, but retroheads will know that isn't quite the case. Way back in the '80s, a now-defunct software company by the name of Ocean released a game for the Spectrum called *The Great Escape*. Oh, and there's always *Chicken Run*, but that probably doesn't count.

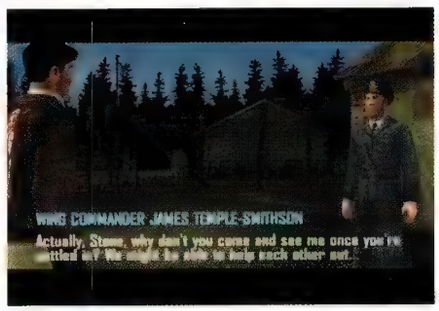
you're all sent out for morning parade. Then, as the day progresses, you have to show up for more of these checks, plus you have to remember to turn up for meals and exercise – just think of any British holiday camp with better food and a nicer line in leather jackboots.

On paper it all sounds pretty good, and Codemasters and Wide Games should be credited for taking a difficult gaming idea and transforming it into something *quite* impressive. Unfortunately, after 20 years of gaming, if an idea hasn't been tried before, it's quite likely because it's one that doesn't immediately lend itself to a game. While much is made of Codemasters' claim that this is a ground-breaking title (let's not forget Ocean's *The Great Escape* on the Spectrum, though... Or maybe we should), the actual reality of traipsing around a gloomy prisoner of war camp isn't something to get too excited about.

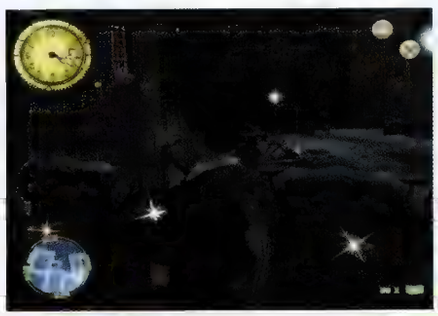
You show up for breakfast, talk to a few prisoners in hushed tones, then it's outside for a bit of exercise, a bit more conversation and an escape plan slowly emerges. As this is all happening in real-time (although, thankfully speeded up), there are far too many moments when you're just hanging around waiting for something to happen.

Prisoner of War is a classic example of a well-produced game of a genre that's not really designed for one. Sure, on paper the thought of a stealth-em-up in a POW camp sounds great but, in reality, it just doesn't have the pace or interest to sustain you until your inevitable escape. **PSM2**

Get your hands on Prisoner of War right now


WING COMMANDER JAMES TEMPLE-SMITHSON
Actually, Stone, why don't you come and see me once you're settled in? We might be able to help each other out.

SHOWER CHAP: Hmm, not sure what help he's looking for, but it gets lonely in those prisoner of war camps... *Real* lonely.



PRECIOUS THINGS: There's currency hidden away all over the place - if you know where to look, that is.

CHUCK'S CHOICE

1 **METAL GEAR SOLID 2**
More like an interactive movie, but *MGS2* is still a groundbreaking PS2 gaming moment.

2 **MEDAL OF HONOR FRONTLINE**
Battle through France in this action-packed WW2 shooter.

3 **PRISONER OF WAR**
Not the worst idea for a game, but not paced enough for our liking.

PSM2 VERDICT

GAMEPLAY
+ Original and atmospheric.
- Far too slow at points.

GRAPHICS
+ Pretty decent throughout, with little slowdown
- Some dodgy textures in places.

SOUND
+ Great voice acting and effects.
- The Great Escape theme would've been great, but alas...

LIFESPAN
+ There's a lot of game here, set over five large stages.
- You might tire before you see the ending, though

OVERALL
Overflowing with atmosphere and neat touches, the game's original premise isn't enough to lift it up into the ranks of the greats, though.

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HARD CELL

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NOW PS2 MENTAL!

PlayStation MAX

PS2 MENTAL!

SE-ATIONAL!
SPIDER MAN THE MOVIE
We dissect the mutant in our radioactive review!

MONTY MENTAL!
COMMANDOS 2
Fight them from the bushes! The PC's dirtiest war game sneaks up on PS2

GUNNED DOWN
MEDAL OF HONOR FRONTLINE
Incoming! Feel the fear, fill your pants WAR SO FREAKIN' REAL YOU'LL GET SHELL-SHOCK!

Rumble...

Something's tingling and it ain't my Spider Sense. Anal evacuation ahoy!

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GEARING UP: Pull over for a fuel top-up and a Turtle Wax, and you get a great overhead of your team beavering away on your car.

OUT UK now

F1 2002

If we didn't have years, just what would EA call their games? And would we still have Christmas? Read on to get none of these questions answered...

REVIEWER: Dave Harrison

FORCE FED: The realism extends to getting your knuckles rapped if you try ragging it through the pits. Quite right too. Bloody lunatics.

COME IN NUMBER 3: One minute you're flying in first, the next you're chugging at granny speed while everyone whizzes by. It's the pits!

INFO

CORE TESTED

DEVELOPER

PUBLISHER

GAME TYPE

PRICE £39.99

ESSENTIALS

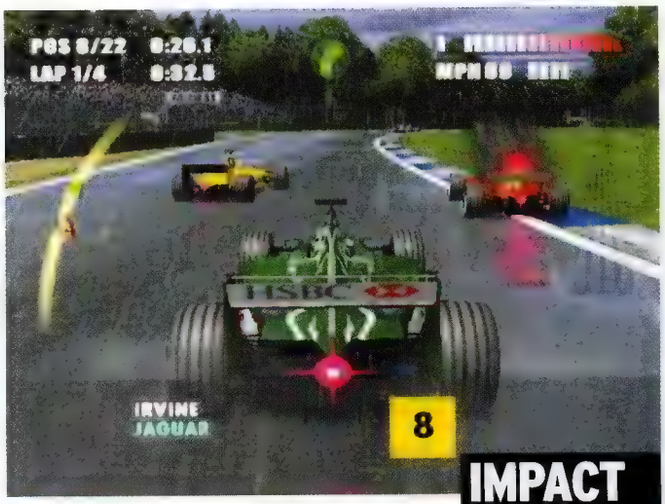
DETAILS

- First game to include all the drivers and teams from the 2002 FIA Formula One World Championship.
- New Toyota and Renault race teams.
- 11 games modes including an improved Challenge Mode with new multi car tests of skill.
- New Slingshot Bar feature to aid slipstreaming behind other drivers.

INSERT INNUENDO HERE: No, we're *not* going to start dribbling on about 'firm handling', 'headlamps' or 'big ends'. Nice pair of tits, mind.

The Formula One season has just rolled into action, but just before Michael Schumacher has a chance to build an insurmountable lead, EA have squeezed out another of their F1 series, so you can witness the German strolling away with it from an on-track view. Wünderbar!

Coming out a few months after the season start has given EA ample time to include all the new drivers and helmets, but is it that different from *F1 2001*? Obviously we will never see the jump in quality that we saw from *F1 Championship Season 2000* to *F1 2001* which came about mainly as *Season 2000* was pants. But with *2001*, EA seemed to find a level of competence that will see them through several



WET 'N' WILD: The tracks are pretty tough to start with but, when the rain starts lashing down as well, things can soon get hairier than '70s porn.

SMELL THE GLOVE: These red driving gloves are quite something, ain't they? Not as natty as white kid leather, but not far off.

IMPACT POINT

Nailing the Jaguar Team Challenge. Yer see it is possible, the game is not being unnecessarily cruel. All you have to do is concentrate and actually learn how to drive properly. I am special.

calendar changes. From now on it's a matter of updating the stats, fine-tuning the engine and stroking the graphics. And we're OK with that – why should EA get off the sofa when it ain't broke?

The graphics still lack the grit of Sony's *Formula One 2001* but the softer hue gives it a warm, cuddly feel. This is an approachable F1 that stands behind you as you go through the motions. Not like sleazy men do when teaching girls how to play pool, but more like a friendly uncle. Everyone has to learn and, rather than smacking your face off the dashboard and laughing at you every time you forget to brake, this has enough training wheels to cater for the most cack-handed.

What's important is that, despite being uptight and prissy, it remains accessible – thanks to the innumerable tweaks that can be made to the race settings. What EA have manage to do is create the same sort of balance in terms of simulation and playability that worked so well in *Moto GP*.

This is not to say it doesn't have teeth. If you want to poke the bear, just crank it up to Simulator standard and you'll have your teeth ripped out your ass quicker than you can say "shit, that's a sharp corn...arrrgh". Disrespect the mildest of bends and you'll be eating tyres and swigging gasoline. And it's this unforgiving nature that makes the idea of taking on a whole season look as appetising as an anchovy brulée. But this is where the Challenge Mode comes in. It's a series of scenarios designed to poke and probe all of your driving skills, but while you're giving your cornering a work-out, you also gain the feeling of progression, which is a welcome change of pace from the endless laps.

When it comes to new features, the most obvious new addition to the game is the Slingshot gauge, an on-screen bar that indicates the level of slipstream. If you're trailing another driver, get your position right, and you get a little speed boost when overtaking. While it works and is easy to use, it's not actually that useful. The position you should take to maximise your speed is fairly obvious. Also, it has to be said this isn't NASCAR racing with much of the position changing taking place on the slower corners.

COMING FROM BEHIND: The Slipstream bar on the right is rising, meaning you're in the right place to mount an overtaking attempt.

ON THE SKIDS: You can expect to end up picking your teeth out of your helmet a fair bit, especially in the hardcore Simulator mode.

"THE PRESENTATION, GRAPHICS AND SOUND ARE SO POLISHED AND AIR-TIGHT THAT YOU HAVE TO HAND IT TO EA – THEY REALLY KNOW THEIR HIGH-OCTANE ONIONS"

INSIGHT

When Eddie Irvine was Ferrari's number two driver behind Michael Schumacher, he picked up several nicknames including Muttley (as in Dastardly and...) and the Fuhrer's Puppet.

Overall though, *F1 2002* is hard to fault. The presentation, graphics and sound are so polished and air-tight that you have to hand it to EA – they really know their high-octane onions. If you've been a gamer for a while, you should already know if F1 games, with their seeming chokehold on fun, are your thang. If you have yet to pitch your tent in either the love 'em or hate 'em camp, this is worth the investment as it's one of most accessible simulators we've encountered. **PSM2**

F1 2002 has already burnt a thin curvy skidmark into the floor of your local PS2 dealer.

RED BARON: Everyone's fave F1 driver from the Fatherland inches relentlessly, even efficiently, up towards pole position. Imagine that, eh?

LITTLE RALF'S CHOICE

1 **FORMULA ONE 2001**
Pure unforgiving simulation that's so relentless authentic you're not too sure if it's fun or not.

2 **F1 2002**
Chirpy update to last years noble effort. Enough options to ease the novice into the Dark Art of F1.

3 **DOWNFORCE**
F1 if it just lightened up for a mo and was a bit more knock-about. Not great, but different.

PSM2 VERDICT

GAMEPLAY
+ Surprisingly understanding and flexible for an F1 game.
- Simulation mode is only for the saintly patient.

GRAPHICS
+ Superb draw distance and sweet detail.
- Frame-rate can slow if severely tested.

SOUND
+ Meets EA's usual high simulator standards
- That engine whine really grates after the tenth lap or so.

LIFESPAN
+ To truly rule at this game will take up a large chunk of your life.
- The leap to Simulator will see many reach for the power switch.

OVERALL
Steady if unspectacular follow-up to last year's effort. Should satisfy even those with the co-ordination and driving ability of a sandwich.

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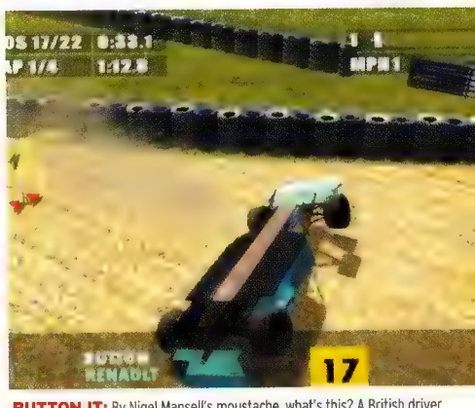
RACY STUFF



BUTTON IT: By Nigel Mansell's moustache, what's this? A British driver underbelly up? Titter ye not, you'll be doing a lot of this when you start out...

OUT UK JULY

ARMORED CORE 2: ANOTHER AGE

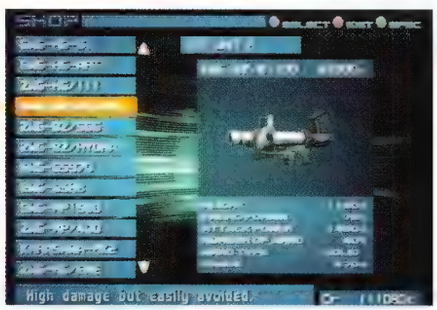
These are the meanest tin men you'll ever meet. If they only had heart.

REVIEWER: Jonathan Bryant

If you loved *Armored Core 2* then you'll love *Another Age*. Now we know that's a lazy expression but as far as *Another Age* is concerned it's entirely relevant and the reason for this is that it's the same game. This isn't a sequel, it's more like a mission pack – a much bigger helping of *Armored Core 2* with 100 new missions to be precise.

Set in a new bad future you play a mercenary taking missions from the highest bidder, which is cool seeing as the way disputes are settled in this war torn world is by twatting each other in huge robots. Sound exciting? Well it should as this has a lot to offer. It's got big robots, they fight each other and they look sexy in a Transformer kind of way. It should be a mass of mental mech mashing but for some reason the developers make you work incredibly hard to squeeze the slightest bit of fun from it. Almost like gripping a stone really hard and trying to get some sort of liquid, like blood, out of it.

First, you have to compete with a control system that just doesn't make sense. With the analogue controls the Dual Shock 2 should be able to lap up this game easily, but for some reason they've shoved strafing onto the top shoulder buttons and the vertical aiming on the bottom set. Why? To shimmy, aim and fire takes a combination of six separate fingers working together in harmony. We like our dancing digits to have the odd work-out but this is territory for concert pianists, fighter pilots or speed jewellers. It is possible to master but there are much more worthwhile things to do in life to do. Like making sandwiches.



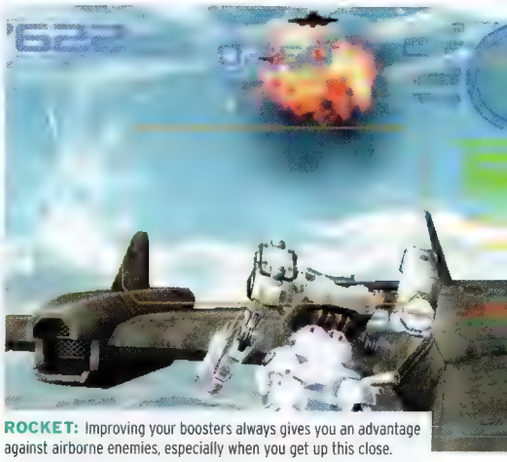
PART EXCHANGE: The more cash you make the better weapons you can buy which, in turn allow you to take on bigger jobs.

Next up is a learning curve which is just a big bully. Just when you think you're up and running, the difficulty level leaps out, duffs you in the stomach and nicks your milk money. Then it laughs at you with its pals. Can't finish a mission? Well that's because you haven't got the right upgrade, but you can't get the right upgrade as you've spent too much money on repairs earlier in the game. So the only option is restart the game or scour your memory card for earlier saves. Not fun! That's organisation and forward planning. We're playing a game not getting a pension.

It's not all ham fisted controls and double-decker turning circles though, as it does have its strengths, namely the customizing. With the money that you get from completing the missions you can upgrade every nut and bolt of your hulking hardware and there's a massive amount of options. This is like the EU mech modification mountain and, with enough money, you can lose yourself in its bizarre fetish world of performance upgrade.

Overall it's bigger but that's not necessarily better. All you get for your money is a whole lot more of a flawed game. It's like having liver and onions for tea, but to make it more digestible you get given more liver and onions. So it all depends if you like liver and onions. PSM2

Brush up on your robotics next month



ROCKET: Improving your boosters always gives you an advantage against airborne enemies, especially when you get up this close.

INFO

- **CODE TESTED** NTSC
- **DEVELOPER** From Software
- **PUBLISHER** Metro
- **GAME TYPE** Mech
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

DETAILS

- 100 new missions
- Two-player split screen vs mode
- 15 multi-player locations
- 'Unlimited' customisation

INSIGHT

Not many people know that the word 'robot' that we chuck around with such gay abandon actually comes from the Czech word 'robota' which means 'forced labour'. Now there's something to chew on.

JASON X'S CHOICE

1. **ZONE OF ENDERS** A shot in the arm of the most intense, sparkly mech slapping available. Plus the odd tug on the heart strings.
2. **GUNGRIFFON BLAZE** Brief but sturdy mech battler with a decent selection of missions.
3. **ARMORED CORE 2: ANOTHER AGE** Loads of new levels but it still persists with *AC2*'s bizarre handling choices.

PSM2 VERDICT

GAMEPLAY
+ Packed with no-nonsense action.
- Crippled by a control system that needs sorting.

GRAPHICS
+ Great draw distance and a healthy presentation.
- Lacks the pluck and spark seen in Z.O.E.

SOUND
+ Satisfying thuds rather than tinny clinks
- Music is predictably bland voodoo-stepping-darkcore.

LIFESPAN
+ Unlimited, if you get hooked on the upgrading.
- The tough learning curve could see you off early.

OVERALL
***Armored Core* doesn't need a mission pack, it needs a rethink. It's a good game just waiting to happen but *Another Age* doesn't help.**

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CLUNKY-DO

OUT UK NOW

EVERBLUE

Will Young's latest colour-coded assault on the charts? Afraid not – it's a deep sea diving RPG. Obviously.

A deep sea diving game! It's like a Jacques Cousteau adventure just waiting to happen and we're not talking about those pearl divers that wear small white loincloths and dance over bamboo sticks. This is deep sea diving with the brass helmet, sackcloth suit and platform shoes!

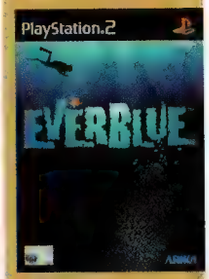
Starting as rookie, you must learn the art of diving, before looking for treasure and then selling it to buy better equipment. On shore the game is a typical RPG, trotting round town chatting to folk to get clues of where to look for treasure. Then, once underwater, it switches to a first-person view as you wander round the sea bed with only your sonar to help you find the odd discarded umbrella.

You get a genuine thrill when you find some treasure as, not only can you flog it, but you get to press ⊗ to pick it up which feels like nailing a ten-move *Tekken* combo compared to the rest of the game. And, when you finally find a sunken ship, it goes completely mental – you've got to get your torch out and everything. But, sadly, *Everblue* is not a great game – it's about as challenging as a Sunday afternoon walk with your parents.

We know it's a disappointment but this isn't the diving RPG we've all been waiting for. We'll just have to keep ourselves entertained with *GTA 3* and lump it. **PSM2**

TOUCHE TURTLE: The creatures in the underwater sections of the game are accurately recreated and well animated.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE



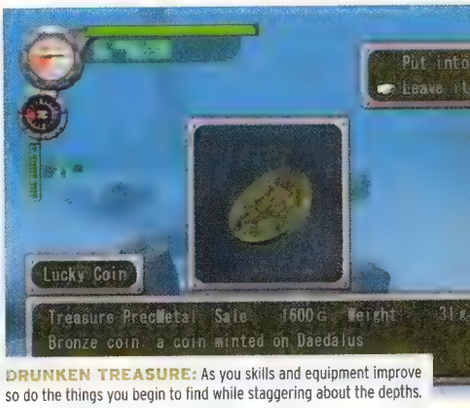
DETAILS

OVERALL
As gripping and adrenaline-charged as paddling at Skeggy. It has a unique charm, but not enough to make it a worthwhile diversion for anyone.

51

DAMP SQUIB

PASS PORT: The harbour allows you to shop for better equipment, rest and get the items you've found on the seabed evaluated.



DRUNKEN TREASURE: As you skills and equipment improve so do the things you begin to find while staggering about the depths.

OUT UK NOW

KING'S FIELD: THE ANCIENT CITY

Ancient City is mighty pretty, but it's miserable as sin. Meet the Bill Murray of goblin smacking.

Get this! A cursed idol responsible for the downfall of an ancient civilisation must be returned to a lost city before its dark power can cause any more destruction! Holy cow! The only way this could be done is in a first-person RPG, as all the fans of the *King's Field* saga will know.

This is the fourth in a series which has become a bit of an acquired taste. Which could be because *King's Field* titles are so miserable. Everyone in the game seems to have the almighty hump – the deity you're returning is known as the Idol of Sorrow, the soldiers are moody, the lights dingy and even the woodlice look depressed.

Not only that, but it's very frustrating to play. It's crammed with sudden deaths and uses real-time action rather than turn based battles – which might have been fun if it wasn't a complete shambles with a fiddly control system.

This is not a game that welcomes you with open arms. Which is a shame, as it does have some joy to share as the graphics hold up under the scrutiny of the first-person view and there's a true feeling of freedom as you explore the ruins of the ancient city. Add to this an easy to use inventory system and the foundations of a steady RPG are recognisable. But there are so many moments which will stun you with their incompetence that only the most patient will unlock the secrets. **PSM2**

BOLD SLAPPER: One of the major pains of combat is the speed with which you strike enemies. It's just way too slow.

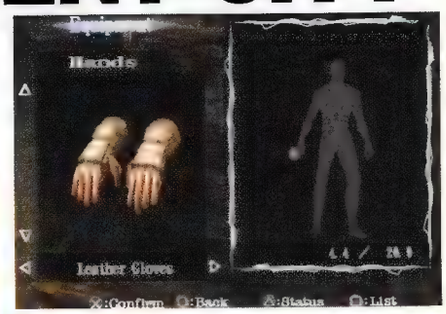
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

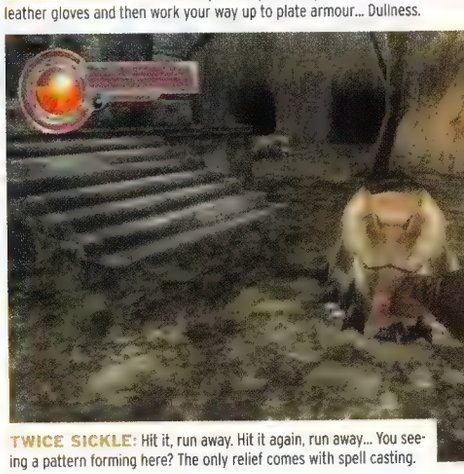
OVERALL
Curious take on the RPG that will only appeal to hard-core '*Field* fans. Packed full of (inadvertent) comic moments though. Chuckle.

54

DISTASTE



BLAND AID: Like all fantasy RPGs you always start with the leather gloves and then work your way up to plate armour... Dullness.



TWICE SICKLE: Hit it, run away. Hit it again, run away... You seeing a pattern forming here? The only relief comes with spell casting.

OUT UK NOW

FIREBLADE

Finally, a game that gives you a chance to grab yourself some hardcore chopper action...

REVIEWER: Jonnie Bryant

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Kuju
- **PUBLISHER** Midway
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- 18 Missions over four campaign maps.
- Weather effects and day and night missions.
- Sniper mode and thermal imaging devices.
- Turbo mode – for a brief time, you can cover the levels in seconds.

HOLEY COW: Who's laughing now, eh? See, we weren't joking about the excess cattle slaughter. Gratuitous, but fun all the same.

BIGGEST FAN: The climax of the first campaign sees you taking on four of these armoured hovercraft as they speed down river.

Regrettably, we're talking about a helicopter-based shoot-'em-up, here, not a sure-fire way to bag yourself a member of the opposite sex. Nope, this game will not give you a six-pack or make you instantly gorgeous. But no matter. What it will allow you to do is blow everything up, which is always a decent back-up plan.

Fireblade's creators, Kuju, are the makers of the remarkably average Lotus Challenge, but don't let that chuck a cat in your rotors. They've actually turned in a half-decent blaster with this.

It's mission-based and offers the same kind of action as Core's well received *Thunderhawk*, but with more than a passing nod towards the older *Strike* series that appeared on PSone. What this means, as far as combat is concerned, is that you have to face environments packed with micro enemies intent on blowing your jump-suited ass out of the sky, while skimming across terrain scattered with power-ups that replenish both ammo and health. All very arcadey then. Well, yes and no.

Alongside the blast and dodge ethic, the developers have also managed to work in a fair amount of variation to the game's structure. So expect to find yourself flying missions against the clock, defending bases from overwhelming odds and slipping into whisper mode for a taste of covert/black ops action.

For these latter stealth missions you're called upon to pilot the Talon, the more sedate people carrier of the skies as opposed to the zippy dynamics of the Vendetta. To make up for this downgrade in va-voom, you get to try out an EMP beam weapon that disables vehicles, plus a sniper canon that's so accurate it's able to pop the legs off grazing cattle. But, and here's the reason why we labelled this 'half-decent' earlier, things tend to slow and become muddled during these infrequent sneaking sessions. The eventual reward of returning to another blow-out of guided missiles is just enough to keep you at it, but you really don't need irrational peaks in the difficulty curve like this. It all boils down to a case of trial and error until you finally return to the more structured, more satisfying shooty sections.

In the long run *Fireblade* may not have the bomb bay door views of *Thunderhawk* or the mechanics of *Dropship*, but for a fat-free blast it's got all the necessary components locked into place. Forgive it the occasional pain of the intermittent stealth missions and you might find enough to keep you battering the shoulder buttons. Just don't expect a frustration free ride along the way. **PSM2**

Fireblade will be hovering by a cash register near you this very month

INSIGHT

Jan Michael Vincent, star of '80s TV series Airwolf, has been out of action for some time since he damaged a vertebra in his neck. Fans will be relieved to hear he's fully recovered and back to the forefront of D-list action movies. Keep 'em coming, Jan.

"FOR A FAT-FREE BLAST IT'S GOT ALL THE NECESSARY COMPONENTS IN PLACE"

VIM BEAM: The EMP weapon allows you to clean out enemy vehicles without alerting anyone else to your presence.

BOBBIT'S CHOICE

1. **THUNDERHAWK: OPERATION PHOENIX** Still our number one rotor motivator.
2. **FIREBLADE** Confused when asked to be crafty. Like a disorientated Van Damme.
3. **ARMY MEN: BLADE'S REVENGE** The only vengeance conjured up by this one involves the collected works of 3DO swung in a sock.

PSM2 VERDICT

GAMEPLAY
+ Crackingly addictive and fast for the full-on action missions
- Too slow and slightly confused for the stealth ones

GRAPHICS
+ Workable and beautifully scaled for sniper action
- Plain GI Jane on the unit animations

SOUND
+ Sounds like there really is a sky full of enemy fire.
- Odd repetitions and overlaps in commands from base

LIFESPAN
+ 18 missions and three grades of medals for each
- It's take a dedicated (sad) fan to play through everything twice.

OVERALL
The gut punching thrills of early levels give way to slack gameplay when it comes to stealth. Not good, but not all bad either.

68

CHOP PHOOEY

Everybody wants to be a DJ...

Enter the world of 'Frequency' and let your senses take control. Feel the pounding of drumbeats in your head and release yourself through the rhythm. Before you know it you're addicted to the bass and there's no going back. Remix tracks by top artists, swap remixes with your mates. With tracks from Orbital, Paul Oakenfold, Roni Size, Jungle Brothers, Lo Fidelity Allstars, Dub Pistols and more.

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PlayStation 2

OUT UK now

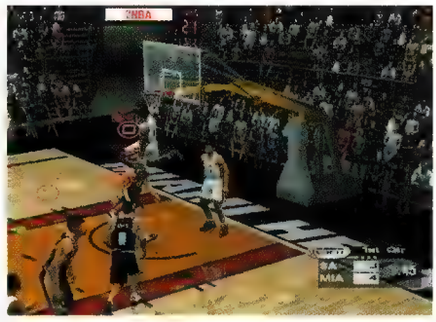
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Sports sim
- **PRICE** £39.99
- **ESSENTIALS** 1-8 Players, DualShock 2, Memory Card, MultiTap 2

DETAILS

- Five different game modes: Exhibition, Quick Start, Season, Play Offs and Franchise
- 29 NBA teams
- A comprehensive player editor facility

FULL STEAM AHEAD: A turbo bar has been added to give players a short, sharp burst of speed to aid their attacks.



SYMBOLISM: The handy 'symbol' passing interface allows you to string together combo passes before ramming the ball home.

ESPN NBA 2NIGHT 2002

Konami bounces back with a much improved game of basketball. But will you still love it 2Morrow?

REVIEWER: Ryan Butt

This time last year the PS2 basketball courts were chocka-block with lanky ball bouncers attempting to wow you into slammin' your cash down on the table with no less than three different games released in quick succession. This year it's a completely different story. The fiery *NBA Hoopz* has burnt out and as for EA's 'Live' experience... You're almost forced to watch repeats of last season's action due to this year's effort being near identical.

Still rockin' the rim for 'da' fans, though, is Konami's *ESPN NBA 2Night* series and the 2002 outing goes some way to rectifying the minor faults that sunk last year's effort to the arse-end of the pile. The most noticeable improvement is that Konami has hiked up the difficulty levels so that it is now virtually impossible to glide down the court and score. Instead you must incorporate shimmies, dummies and step-overs to wrong-foot your opponents into allowing you to get close enough to their basket to ram one home. Likewise, the ridiculous ease with which you could previously sail in a three-pointer has been addressed so that now you'd be lucky to score one a quarter, provided the particular player is suitably skilled enough in the art of long distance shooting. Sadly, defending is still a logistical nightmare, which means attempting to block shots and snatch the ball away from your showboating rivals is painfully difficult and unresponsive. The result is that you're almost willing your opponents on to score as quickly as possible just so that you can get back on the attack. Passing the ball is ultimately what makes the game because you can now call up symbol icons above the heads of your team mates and fool your opponents with cunning little lay-offs by pressing the corresponding button. By doing this you can string together combo passes which culminate with a backboard shuddering dunk.

For hard-core enthusiasts, there are a host of modes to engage in. Season allows you to take your favourite team through the basketball calendar, the play-offs and, hopefully, onto the promised land of winning the series. Meanwhile, Franchise lets you manage a squad, sign new players, determine all manner of in-depth, head-hurting strategies and more. There's also stuff for the novices in Quick Start (straightforward, no-nonsense basketball) and Play Offs (a simple knockout competition) and you can also have fun creating new players from scratch, decking them out in suitably garish garb and drafting them into existing squads.

The graphics and commentary are bang on, providing a truly authentic experience that up to eight players can enjoy. But unless Konami can sort out the defending then the series will always look flat footed in comparison with EA's much more accomplished fly boys. **PSM2**

INSIGHT

- ESPN's Brent Musberger and Stuart Scott provide in-depth commentary and game analysis. Musberger is the straight man who barks off the stats and Scott is the fly boy homie who pips in with the funny voices and enthusiasm. Their duelling, quick-fire remarks are undoubtedly one of the high points of the game.

"DEFENDING IS A LOGISTICAL NIGHTMARE AND TRYING TO SNATCH THE BALL BACK IS PAINFULLY DIFFICULT..."

ON GUARD Breaking down the CPU defence is much harder but, thankfully, you have breathtaking new trick moves to help.

JORDAN'S CHOICE

1. **NBA STREET** A much more light-hearted take on the sport. Although enjoyment is limited, it's still the daddy for short, sharp jammin'
2. **NBA LIVE 2001** A polished basketball sim that recreates all the jazz of the real thing. Definitely the one for the more serious slam dunkers.
3. **NBA 2NIGHT 2002** Stages something of a comeback, but still some way short of being champion.

PSM2 VERDICT

GAMEPLAY
+ Something for everyone and easy to grasp
- Defending is still complicated and unresponsive.

GRAPHICS
+ Spot on animation and facial detail.
- The front end is a little bland.

SOUND
+ Humorous commentary and plenty of hip-hop
- It will undoubtedly start to grate.

LIFESPAN
+ You'll not conquer a season in a hurry.
- There are only so many different ways to score.

OVERALL
A much improved sequel that easily runs rings around the current opposition – mainly because there isn't any, but still.

72

FLYING

Everybody wants to be a DJ...

Enter the world of 'Frequency' and let your senses take control. Feel the pounding of drumbeats in your head and release yourself through the rhythm. Before you know it you're addicted to the bass and there's no going back. Remix tracks by top artists, swap remixes with your mates. With tracks from Orbital, Paul Oakenfold, Roni Size, Jungle Brothers, Lo Fidelity Allstars, Dub Pistols and more.

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PlayStation.2

INFO

- **CODE TESTED** NTSC
- **DEVELOPER** KCETokyo
- **PUBLISHER** Konami
- **GAME TYPE** Football
- **PRICE** ¥6,800
- **ESSENTIALS** 1-8 Players, DualShock 2, Memory Card, MultiTap 2

DETAILS

- Friendly, Cup and League modes – with both International and Club teams, including newcomers Celtic, Rangers and Aston Villa.
- Simultaneous 8-player action.
- Revised three-tier Master League, with adaptive player stats and loan signings.
- Advanced Edit mode – with customisable flags and kits.
- New Training mode, with score tables and multiple challenges.

OUT JAPAN NOW OUT UK OCTOBER

WINNING ELEVEN 6

World Cup? Pah. The universe's greatest footy event is yet to come.

REVIEWER: Daniel Dawkins

ON THE BEND: The cheap scoring tactic of tapping a free kick to a nearby striker's been all but abolished. Go straight for goal.

Thirty years ago, we'd have killed for a week in Morecambe with Lulu. Today, we'd settle for nothing less than a month in Haiti with Holly Valance. That's the problem with perfection – the goalposts are always changing. A year ago, *Pro Evolution Soccer* ruled our lives like Big Brother. Today, it just sits on the bench looking dusty and sad. Since *WE6* strutted into the office – all poses, flicks and heart-stopping glances – there's been no looking back. Perfection it ain't – but if the *Winning Eleven* series continues to improve at such a dizzying rate, we're going to need a pacemaker and a change of clothes.

Don't be fooled. *Pro Evo* doesn't do much wrong, but *WE6* does *everything* better. Long passes can be weighted within fractions of a boot lace, dribbles extended with mesmerising guile and headers directed with the accuracy of a flight controller. Within seconds of picking up the pad you're pointing at the screen and bleating. Look! He's rolled the ball over his foot. Gah! that was *clearly* a swan dive. The range of animations is startling – three times more than *PES*, and not a single frame wasted.

Ball control has been completely overhauled.

Menu navigation's simple enough for *Pro Evo* veterans, but you'll struggle with the intricacies of the Master League and advanced player edit mode. It's still exceedingly playable, but you're missing the bigger picture.

The R1 sprint dribble has been toned down, preventing those 60-yard-line dashes of old. Only quick players like Owen, Shevchenko and Babangida can beat a top defender for pace. Conversely, close control is ultra precise, allowing sharp turns, 180° rolling feints and cheeky roll-overs. The effect is liberating. Highly skilled players like Zidane, Beckham and Ortega can control a game through sleight of foot alone – not defiantly hampered by sluggish acceleration. A 50 yard dribble is perfectly possible – but you'll be jinking like Terry Venables from the taxman.

Passing is crisper than ever, placing a premium on one-touch football. Crucially, players

IMPACT POINT

Giggs picks up the ball on the half-way line, and heads towards goal. Surging through mid-field, Giggs angles the ball into the bottom corner. The crowd remains silent. Suddenly, it clicks – Man Utd are the away team. Milking the moment, Giggs faces the fans and shakes his fist. Magic.

WHERE THERE'S EMIL... Likenesses are even better - making it easier to single Heskey out as he scuffs another shot.

are more intelligent – laying short taps into space and making incisive off-the-ball runs. The long passes – activated by cultured depressions of ◎ – are now surgical implements in the hands of a midfield maestro. Finally, Gerrard can swoop the ball up and loop a 60-yard curving pass onto Owen's feet. Through balls are more effective – particularly down the middle – although timing is critical. With the liberated skill set, you can exploit a defensive weakness with bravura improvisation.

Tackling has been equally improved. Sliding tackles are incredibly versatile – enabling bold line clearances, last-ditch shot stoppers and rattling two-footed fouls. Players now jostle for headers – abetted using R2 – and tug at each others shirts. Strikers are much more likely to tumble after being jostled – particularly the South Americans and, er, Heskey – placing the emphasis on set-play skills. Once again, Konami have delivered, allowing even greater swerve, dip and control of free-kicks – eliminating the 'cheating' edge-of-the-box lay-offs that spelt certain goal in *PES*.

We could go on. *Really* go on – but the crucial point's that *WE6* flows more like football than any game in existence. Defenders are more likely to make fluffed headers, midfielders more likely to change a match with a casual flick and strikers more likely to curve a ball home from 30 yards. Best of all, the action is believable. The sort of magical touch or controversial decision that leads booze-sodden fans wandering into the streets lamenting what could've been. Genius.

Problems? Not many. The action occasionally slows down on a crowded pitch – but we've no doubt this'll be corrected for the UK release. The only real criticism is that it's still football – nothing more, nothing less – albeit honed to near-perfection. For die-hard *Pro Evo* fans, a five-hour Master League session can feel eerily familiar – the joy of building a team from scratch diluted though hard-fought experience.

We thought we were over it, but *WE6* rushed into our hearts like Thierry Henry on a surging upfield run. Don't forget – the mark below reflects the degree of improvement over *WE5* (90% PSM2#9), not *Pro Evo* – which scored 95%. We expect the UK version to be better by the same margin again, with tweaked gameplay and – yes – new commentary. Sorry, Terry. Perfection might not exist, but your racing-heart won't know the difference. The World Cup's still on, but the excitement's only begun. PSM2

For the love of Hansen, we're praying WE6 will make its UK debut as Pro Evo 2 in October 2002. Start counting the days

PLAYING HARD TAR-GET: The training mode might not be as comprehensive as Beckham's, but the game's acres better.

RONALDO-RE-MI: Now's the perfect time for a cheeky dodge around the incoming defender and an easy slot home. Brazilliant

LEAGUE OF THEIR OWN

The Master League's been split into three divisions, with increased tactical depth. Funds are scarce, so you've got to negotiate loan deals with key players – offering swap deals, juggling wages and transfer periods. Existing squad players develop as the season progresses, boosting their stats. You can only bid for top players in the premier division, and the training ground lets you hone their skills. Basically, the managerial element has been increased to boost longevity and tactical dependency. Just what *Pro Evo* lacked.

TOURNEY TIME! No official world cup event, of course, but it's easy enough to recreate one. Get Campbell in.

MAKE SPACE! Tussles for headers are better animated - and a misplaced elbow's more likely to be punished.

INSIGHT

The UK version of *WE6*, or *Pro Evo 2*, will be significantly better. The European likenesses will be improved, with a revised training mode and crowd chants. Aside from tweaked gameplay, Chris James and Terry Butcher will be replaced by a big name TV pundit.

NAKATA'S CHOICE

1 **PRO EVOLUTION SOCCER**
Still genius - but only first choice because it's in English, okay?

= **WINNING ELEVEN 6**
When England beat Germany in the World Cup final, it won't feel any better. Divinely balanced multi-player bliss.

= **RED CARD SOCCER**
Drama, dives and dolphins - Midway's fluid arcade romp's got the lot.

PSM2 VERDICT

GAMEPLAY
+ Crisp, balanced, beautiful. Multi-player heaven
- Throw-ins worthy [illegible]

GRAPHICS
+ Startling player animation and likenesses.
- Some slowdown. Cardboard crowds

SOUND
+ Partisan chants and loopy commentary
- No player babble. [illegible]

LIFESPAN
+ Near-infinite multi-player appeal.
- You'll *eventually* finish the solo game

OVERALL
The most sublimely balanced, free-flowing footy game in existence. The multi-player mode's so life-stealing, it's almost criminal.

93

SIX APPEAL

IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

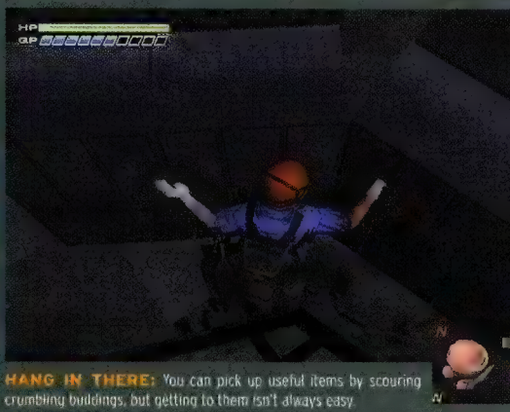
INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Irem Software
- **PUBLISHER** Irem Software
- **GAME TYPE** Action adventure
- **PRICE** ¥6,800
- **ESSENTIALS** 1 Player, Memory Card, HDD, Trance Vibrator

DETAILS

- **Seven possible endings for added replay value.**
- **The very first useable, in-game umbrella!**
- **Continuously collapsing playing area ensures that you constantly have to be aware of where you're walking to avoid being crushed.**

LIVIN' ON THE EDGE: With debris crashing down into the water below, our hero negotiates his only possible escape route...



HANG IN THERE: You can pick up useful items by scouring crumbling buildings, but getting to them isn't always easy.

OUT UK TBA **JAPAN** NOW

ZETTAI ZETSUMEI TOSHI

The PS2's very first 'survival disaster' game registers highly on the *PSM2* Richter scale...

REVIEWER: Ryan Butt

The name (which loosely translates as Dangerous Capital) may sound like the spittle-dripping drawl of a drunk and not as instantly recognisable as an import desirable as, perhaps, *Winning Eleven 6* or, erm, *MGS2*, but when hallowed Japanese games bible, *Weekly Famitsu*, awarded this game one mark less than the Xbox's *Halo*, we simply had to take notice.

The game is something of a PlayStation 2 first – a massive disaster, though thankfully not really. It encapsulates everything from the '70s – the golden decade of disaster flicks like The Towering Inferno and, more appropriately, Earthquake. It presents an action adventure that rumbles, shakes and collapses around you. And if you're in the wrong place at the wrong time then you're likely to be squashed by a toppling building or an overpass – which certainly makes for some of the most memorable PS2 death sequences!

The action kicks off in the aftermath of a massive quake that has ripped through a Tokyo-esque metropolis. You are seemingly the sole survivor and spend the opening moments of the game clambering over the crumpled wreckage of a bus that is dangling several hundred feet above a watery grave on a crumbling underpass. Your first task is to negotiate the twisted support struts and precariously placed cars to get back to the ruined city in one piece, which is when the real fun begins. Moves wise, your character (who is called Masayuki Sudou) can shout – at piles of debris to check for other survivors – and duck, when subsequent tremors grip the city. There's no jump button, which ultimately leads to the game's one major downfall in that your character automatically jumps when you run at the edge of a platform. This makes for some truly nightmarish moments when trying to scale a series of narrow beams to make an escape through an about-to-expire skyscraper and adds unnecessary complication to an otherwise solid game engine.

Being but a mere Joe Bloggs caught up in all the chaos, our hero is ill-prepared for his predicament, both physically and equipment-wise. As such, the developers have introduced a clever new system whereby excessive amounts of running and climbing takes its toll on your condition. You'll get noticeably slower and fail to grip on to ledges with the same conviction, so you'll need to sip from a water fountain to boost your energy levels back up. Very cute.

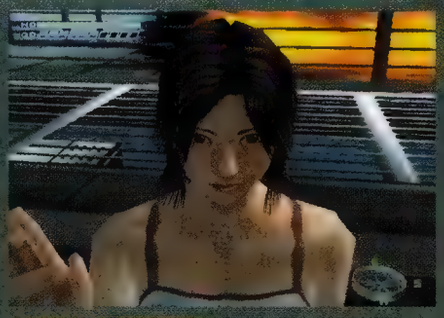
In fact, the game is full of more clever features and stand out moments than it's possible to detail here. Although the basic core is classic exploration-cum-problem solving, it's set against a backdrop which is refreshingly unstable. It's just a shame about the goofy control system. **PSM2**

Already causing a commotion in Japan, Zettai Zetsumei Toshi awaits a UK publisher.

INSIGHT

The point in the game which appears to be causing the most strife to the existing owners is when you have to shimmy along a narrow ledge in a decimated office block and a tremor causes you to plummet to your doom. The key is to press the L2 button which will enable you to cling on even tighter.

"ENCAPSULATES EVERYTHING FROM THE 70S – THE GOLDEN DECADE OF DISASTER FLICKS"



DAMSEL IN DISTRESS: You are joined by Mari, a excitable young filly you snatch from the jaws of death in a falling bus.

HESTON'S CHOICE

1. **GRAND THEFT AUTO 3** It's a city in crisis alright, but it's a pimp's boot, not the forces of nature, which conspire against you here.
2. **ICO** Lead a hapless victim to safety, without worrying about the sky falling down on your head.
3. **ZETTAI ZETSUMEI TOSHI** Earth-shatteringly original, but ever so slightly flawed.

PSM2 VERDICT

GAMEPLAY
+ The fear of being crushed constantly keeps you on your toes
- Very linear and at times frustrating

GRAPHICS
+ Highly polished with some fine animation and set pieces
- Prone to some tedious bouts of slowdown

SOUND
+ Deafening roars from the crumbling cityscape
- Devoid of any great audio accompaniment

LIFESPAN
+ Seven different endings commands replay value
- The danger is that you'll not want to brave it again.

OVERALL
Entertaining stuff, but the dodgy controls and linear path will chip away at your tolerance. Well worthy of a PAL release, though.

78

GROUNDBREAKING

barbican art

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DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

METHOD ACTING: Thankfully, Arnie's acting 'style' is just what's called for in this classic alien flick.

OUT UK NOW

PREDATOR: SPECIAL EDITION

An invisible alien gives Arnie and his crew a serious case of jungle fever...

STARRING Arnold Schwarzenegger, Bill Duke, Carl Weathers, Elpidia Carrillo, Jesse Ventura, R.G. Armstrong, Richard Chaves, Shane Black, Sonny Landham

DIRECTOR John McTiernan

CERTIFICATE 18

PRICE £19.99

Remember when Arnie was cool? Hands up at the back if anyone can recall the last time that the Austrian Oak was Hollywood's hottest action man? Chances are you'd have to go back to Terminator and True Lies to come anywhere close. The sheer crapness of his recent output (Eraser? The Sixth Day?) just makes everyone that much more nostalgic for the good ol' days. Sure, you look at most of 'em now and they're cheesy '80s action riffs with dodgy dialogue and dodgier performances. But dammit, they were fun! They were settle-back-with-beer-and-mates good time flicks. And Predator was right up there with the best. It had the high concept (alien monstoids with cool invisible camouflage stalking Arnie's platoon of soldiers through a South American jungle, taking 'em out one by one), the massive hardware (Ventura's minigun – an image iconic enough to enter pop culture) and lashings of superlative action from director McTiernan at the height of his powers.

HUNTIN' 'N' SHOOTIN'

The premise doesn't stretch much beyond Arnie's crew being sent in to rescue hostages from terrorist warlords and finding something much worse lurking in the trees, but let's face it – with a film this entertaining, that's all you need. Who can forget the heat vision as the Predator zeroed in on his targets. And, this being an extra-terrestrial, he had such inventive ways of stringing up his victims in order to cause the maximum psychological terror. Arnie's limited range, shall we say, suits the film perfectly, and we all know that he's going to grunt his way to the inevitable *mano a monstro* with the Rasta-haired beastie. McTiernan cranks up the tension level by level, killing off the team and making it clear that the stakes are higher than usual.

DIGITAL JUSTICE

After years of abuse in various shoddy video versions (including a dreadful DVD earlier this year which managed to include a Euro-edit snipping several of the best scenes) Predator finally gets the Special Edition make-over. McTiernan is witty and intelligent, talking you through the film while highlighting the funny stories that cropped up along the way and pointing out problems. It's a refreshingly enjoyable commentary and doubly surprising on a film where you don't expect such depth. Care has also been taken to dig up as much information about the stunts and special effects – because, honestly, who's going to buy this to find out what Arnie's motivation in each scene was? Also included is a wealth of background knowledge on how they created each scene and even some humorous outtakes. A Special Edition that really lives up to its name, the Predator disc is worth buying if you love the film already and want to know more, or if you've yet to discover it. Get hunting in the shops... **PSM2**

INSIGHT

- Jean-Claude Van Damme quit the role of the Predator after two days because it was uncredited.
- A monkey in a suit was considered for shots of the alien swinging through trees. No, seriously...
- James Cameron suggested the Predator's mandibles...

ALIEN'S CHOICE

1. **ALIENS** Xenomorphs go on the rampage and Sigourney Weaver gets pissed off...
2. **STARSHIP TROOPERS** Big bugs battle it out with humanity.
3. **PREDATOR 2** Danny Glover fights a new Predator in the city...

PSM2 VERDICT

EXTRAS

Audio Commentary by Director John McTiernan ⿻ Documentary: "If It Bleeds, We Can Kill It" ⿻ Inside The Predator seven featurettes: Classified Action/The Unseen Arnold/Old Painless/The Life Inside (tribute to Kevin Peter Hall)/Camouflage/Welcome to the Jungle/Character Design ⿻ Deleted Scene: "Arnold Schwarzenegger Fleeing Predator" ⿻ Outtakes ⿻ Predator "Red-suit" Special Effects ⿻ Text Commentary by Film Historian ⿻ Still Gallery ⿻ Predator Profile ⿻ Predator Camouflage Tests

OVERALL

He's back, if only fleetingly, offering you a chance to see one of his classics and recall all those times when he really was THE man.

92

DEADLY

OUT UK NOW

THE SIMPSONS: THE COMPLETE SEASON 2

Television's best animated sitcom reaches season two on shiny discs. Mmmm... shiny.

STARRING ..... (Voices) Julie Kavner, Dan Castellaneta, Nancy Cartwright, Yeardley Smith, Hank Azaria, Harry Shearer, Phil Hartman, Pamela Hayden, Marcia Wallace
DIRECTOR ..... Various
CERTIFICATE ..... PG
PRICE £31.99

Thank goodness for The Simpsons. How did we ever manage without them? It doesn't seem possible nowadays that there was once a time without Homer, Marge, Bart, Lisa, Maggie and the rest of the massive cast. That we didn't know how to say "D'oh!" when something went wrong, and that yellow creatures with four fingers could star in the most successful and – some would argue (correctly) – the best sitcom ever produced. Of course, those who *did* dream that four-fingered yellow creatures could star in a sitcom were usually locked away for their own safety. But 13 years on – yes, it really has been that long – we can at last start to look back to where it all began. The first season is already out on DVD, and is both hilarious and highly recommended, but it had some serious rough edges and almost never got to air. Seasons two and three were where the show really got into its stride and some of the classic episodes have now made their way to DVD thanks to another full-season release. Unlike other shows, which like to dish out the goodness in dribs and drabs, Fox have chosen to do the right thing and has given us the lot.

WILD BARTS

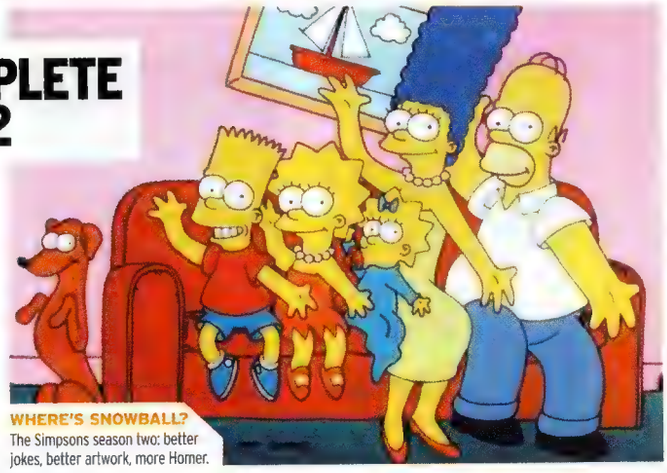
In this early Simpsons season, the focus is still mainly on Bart – T-shirt quote generator for a generation and prime nuisance. But even here you can see the slow development towards spotlighting Homer as the star. But, what's best about season two, is that all the comic elements and the groundwork laid in that patchy first set of shows begins to pay off. As the cast expands and more and more guest stars start to pop up, The Simpsons realises its true potential. This isn't just a cartoon sitcom, it's a complete comedy package. Mixing broad comedy (Simpson dog Santa's Little Helper getting struck by a frisbee), sublime movie parodies (Treehouse Of Horror being a prime example) and witty wordplay ("English?" says a young Homer in 'The Way We Was', "Who needs that? I'm never going to England..."), the show comes alive. Nothing is sacred – not even Religion. Everything's a target for the show, and DVD is the best way to watch it, as every episode contains loads of hidden references that the pin-sharp pause on disc will help you to catch.

INSIGHT

- Hans Mole appears for the first time ever in this season.
- Star Trek's George Takei is the voice of Chef Akira.
- Gone with the Wind is the most parodied movie this season.

FLUSH WITH GREATNESS

As has become standard with Simpsons discs, season two is crammed with extra goodness.



WHERE'S SNOWBALL?
The Simpsons season two: better jokes, better artwork, more Homer.

Fans will appreciate the commentary tracks from Simpsons' head honcho Matt Groening together with a variety of writers and directors from each show chewing the fat about the episodes. Every show gets a thorough work-over and the commentaries are always funny and interesting. Plus, while the featurettes are nothing to shout about, they do at least take you through the production process. And anyway, who needs an excuse to buy Simpsons DVDs? What are you still reading this for? Go! Go!

HOMER'S CHOICE

1. **THE SIMPSONS, SEASON ONE** Haven't bought it yet?
2. **THE SIMPSONS: BACKSTAGE PASS** Music mirth a-go-go.
3. **THE SIMPSONS: FILM FESTIVAL** Film parodies and Hollywood digs take centre stage.

PSM2 VERDICT

EXTRAS
Audio Commentaries for all 22 episodes ⿻ Interview with Matt Groening ⿻ Featurette on the creation of an episode ⿻ Featurette on the Emmy Awards ⿻ TV Spots ⿻ Foreign TV Spots ⿻ Photo Gallery.

OVERALL
The best show on TV finally arrives on the best format for maximum enjoyment. Time to polish those pause button skills...

94

TOP TV STUFF

SPEED: SPECIAL EDITION

OUT UK NOW

STARRING ..... Keanu Reeves, Sandra Bullock
DIRECTOR ..... Jan De Bont
CERTIFICATE 15
PRICE £22.99

Jan De Bont's action thriller put Keanu on the road to stardom that would eventually see him leading in The Matrix. Sandra Bullock is a sparky sidekick and Dennis Hopper's a suitably psycho villain, but the film slows down seriously when it's not on the bus. And, as for that overdone, tacked-on ending... sheesh... Still, the tension during the main section is effective and the stunts are breathtaking. It's worth it just to see the bus leaping and to hear the crackling interplay between Hopper, Reeves and Bullock. And the special edition's helpfully loaded with decent extras, too. **70** PSM2

ZOOLANDER

OUT UK NOW

STARRING ..... Ben Stiller, Owen Wilson
DIRECTOR ..... Ben Stiller
CERTIFICATE 12
PRICE £19.99

Life's tough when you're really, really, really amazingly good looking, as Ben Stiller's internationally regarded and monumentally stupid model finds out. Austin Powers fans will have many a chuckle at this. While the humour's a little too stoopid at times, it's always amusing and Stiller (alongside Owen) steals the show. Cracking puns and some well-thought-out comedy set pieces (breaking into the computer and the breakdance fight) will keep those laughs coming. Plus you get to hear Ben Stiller explaining how he found time to write, direct and star. Oh, and do the welding. Just kidding... **80** PSM2

ALSO RELEASED

ENEMY MINE
Released Out Now **Cert** 15 **Price** £15.99
Wolfgang Petersen directed this tale of Quaid's spaceman overcoming xenophobia against his enemy alien and finding some understanding. **70**

STAR TREK: THE NEXT GENERATION SEASON TWO BOXSET
Released Out Now **Cert** PG **Price** £66.99
On the plus side, season two introduces The Borg, but it's all a little plastic. However, the seeds for future greatness are growing. **48**

THE LONG GOOD FRIDAY
Released Out Now **Cert** 18 **Price** £19.99
A great gangster movie. Bob Hoskins stars as a gangland boss whose life spins out of control when a dodgy deal goes wrong. **79**

ESCAPE FROM NEW YORK
Released Out Now **Cert** PG **Price** £17.99
Kurt Russell is action hero Snake Plissken, who is sent in to rescue the president, who's crashed in the maximum security prison of old New York. **68**

THE ROCK DELUXE EDITION
Released Out Now **Cert** 15 **Price** £19.99
Both of you Rock fans who haven't already bought it can now get this 'definitive' edition. It's got one more documentary. Oooh... generous. **35**

PROJECT A PLATINUM EDITION
Released Out Now **Cert** PG **Price** £24.99
A Chan-directed epic that features faster stunts, quicker actions sequences and wackier comedy with a load of extra features. **87**

COMING SOON

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15 July
£19.99

DON'T LOOK NOW
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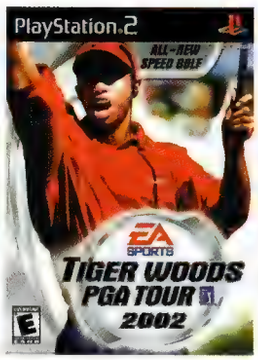
SMASH COURT TENNIS PRO TOURNAMENT

PETER PAN: RETURN TO NEVER LAND

REDCARD

SUPER TRUCKS

FREQUENCY



TIGER WOODS PGA TOUR 2002

THIS IS FOOTBALL 2002

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PSM2'S INFO-FLUX LOUNGE

MAX. SMART/MIN. EFFORT

Picture it – the last page of the issue's been sent off to the printers. Team PSM2 haven't slept properly for three days, we're thinking in captions and our fingers are numb from typing. How do we relax? Easy – heavy drinking. No, actually – by playing games. And drinking. Welcome, then, to the PSM2 lounge – where rubbish games get stopped at the door, Joe's bespoke Dance Mat lies crumpled in the corner, and Dan reclines in a leathery beanbag showing off about all the stuff he's completed. Pull up a chair. Grab a DualShock 2. This is where the fun *really* kicks in.

1

2002 FIFA WORLD CUP

World Cup fever, eh? You stroll into a shop, and the greatest football game in the world's *right there* – but somehow, you end up with the one that's got a hand clutching the golden ice-cream on the cover. D'oh.

2

GRAND THEFT AUTO 3

Your suggestions for part four continue to scare us. Forget improving the dodgy targeting system – if DMA stick in some blind men, fat people, babies and rabbits, a lot of you'll be very happy. Men-tal.

16

RED FACTION

Good – but not as good as *Half-Life*. And now – cheap. That's the verdict on *Red Faction* and, like *DOA2*, it's worth picking up at a reduced price if you've already bought the leader in the field.

CHARTS FOR MONTH ENDING MAY 03

PS2 TOP 20

Position	GAME NAME	Publisher	Developer
1	2002 FIFA World Cup	EA Sports	EA
2	Grand Theft Auto 3	Take 2	DMA Design
3	Virtua Fighter 4	SCEE	Sega
4	Gran Turismo 3 Platinum	SCEE	Poliphony Digital
5	LMA Manager 2002	Codemasters	Codemasters
6	Metal Gear Solid 2	Konami	Konami
7	Tekken Tag Tournament Platinum	SCEE	Namco
8	State Of Emergency	Take 2	Rockstar
9	Tony Hawk's Pro Skater 3	Activision	Neversoft
10	Star Wars: Starfighter Platinum	Activision	Lucasarts
11	This Is Football 2002 Platinum	SCEE	Team Soho
12	Max Payne	Take 2	Rockstar
13	Pro Evolution Soccer	Konami	KCET
14	Rugby	EA Sports	EA
15	Star Wars: Jedi Starfighter	Activision	Lucasarts
16	Red Faction	THQ	Volition
17	Dead Or Alive 2 Platinum	SCEE	Tecmo
18	TimeSplitters Platinum	Eidos	Free Radical
19	World Championship Snooker	Codemasters	Codemasters
20	Wipeout Fusion	SCEE	Studio Liverpool

JAPANESE TOP 5

1	World Soccer Winning Eleven 6	Konami	Konami
2	Zettai Zetsumei Toshi	Irem	Software Engineer
3	Necchu! Pro Yakyu 2002	Namco	Namco
4	Kingdom Hearts	Square	Square
5	Nichi-Bei-Kan Pro Yakyu: Final League	Square	Square

US TOP 5

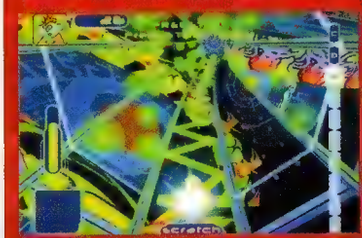
1	Spider-Man: The Movie	Activision	Tryarch
2	Grand Theft Auto 3	Rockstar	DMA Design
3	Gran Turismo 3	Sony	Square
4	Medal of Honor: Frontline	EA	EA
5	Final Fantasy 10	Take 2	3D Realms

PSM2'S TOP 5IVE

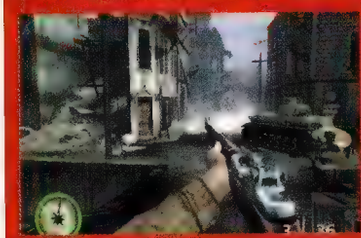
What's been wowing our readers like this?

1 Winning Eleven 6

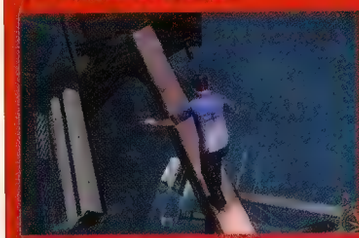
2 Final Fantasy 10



3 Frequency



4 Medal of Honor



5 Zettai Zetsumei Toshi

PSM2'S INFO-FLUX LOUNGE

MAX. SMART/MIN. EFFORT

MY EYES!
Check this bad boy out. TV's dead. Projectors are the future. They're more portable than a plasma screen and, if you've got the space, can give you a wall-sized picture. We're currently testing a Sony VPL-HS1 Cineza – more on what we think of it next issue.

MY EARS!
We're currently using a Sony TA-VE215 Integrated AV Amp for Surround Sound. It attaches to a PS2 via the Digital Out (Optical) output on the back of the console, and will set you back around £520. Other units are available.

MY GOD!
Look at the size of that picture!

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

And which they kindly, gently suggest you get involved with.

JOEL'S BEEN PLAYING...

Predictably, *VF4* and *Tekken 4*. The office is littered with scribbled-on move lists. He's obsessing over the impossibly difficult Shun-Di (fights like Drunken Master-era Jackie Chan, y'see), and overheating the office PS2 by leaving robot Lei-Fei training for upwards of six hours. We've never seen him so happy.

JONNIE'S BEEN PLAYING...

Final Fantasy 10 – again. Lots of extras make it well worth a second go, even if you've got the original. He's also been shooting up non-PS2-owning mates on *Half-Life*, "Oh, *sorry* – didn't I mention the laser trip-mines?" The cad.

DAN'S BEEN PLAYING...

Inexplicably, *FIFA 2002*. Traitorous? Not quite. After being coerced into an impromptu EA-sponsored tournament, he's been giving the ad department the kind of ten-nil kickings that simply aren't possible in *Pro Evo*. It's only going to get worse when the world cup starts...

MILF'S BEEN PLAYING...

Red Card. Never entirely comfortable with the filthy play = punishment ethos of *Pro Evo*, Milf's found his niche with Midway's resolutely unsporting boot-em-up. As a connoisseur of the throat-high challenge, he seems almost aggrieved when the ref appears.

MARCUS'S BEEN PLAYING...

Grand Theft Auto 3. After a six-month period of refusing to allow anything but GT3 into his PS2's drive, he was finally swayed by the name-tag familiarity, and now he's painfully close to finding all those secret packages.

ADE'S BEEN PLAYING...

Ico and MGS2 – both games that he didn't have a chance to play in their Japanese incarnations, and both – hmm – games with a heavy emphasis on dragging frightened girls around. And can we mention your brief devotion to the terminally uncool *Dropship*, Dan? "No! My secret shame!"

BURIED TREASURE

MEDAL OF HONOR: Oddly enough, you *can't* take your [illegible] enough and they'll [illegible] you are.

KINGDOM HEARTS: [illegible] completed it in [illegible] under 40 hours. In Japanese. He's absolutely insufferable at the moment.

RED CARD SOCCER: [illegible] unlocked [illegible] Jonnie – the SWAT team.

FINAL FANTASY 10: [illegible] much easier in English [illegible] Al Bhed potions.

FATAL FRAME: One of the few games that's [illegible] their own. Strange.

TO PROJECT AND SERVE

The projector we've got is a Sony one – handy for life-size *Pro Evo* and *Star Wars* marathons alike. But don't take our word for it – here's what the nice chaps at Just Projectors recommend – give them a ring on 0870 9063134.

Be warned though that the only really cheap projectors are ex-rental/second-hand ones, starting from £600 up to £1,500 depending on spec and condition. Have a look at www.projectorsuk.co.uk for what's available.

Just so you know, a PS2 runs at XGA resolution (1024x768). Both SVGA and XGA resolution projectors will work well with the PS2 but, for the best graphics, buy XGA if you can...

ON A BUDGET

The Panasonic pt-l06 £1,350 +vat

Good where ambient light is minimal but below where the room is dark. Weighing in at 10kg, it's fairly portable and perfectly acceptable if you're planning to watch videos purchased in the USA as it has the progressive scan technology used a lot in US TV entertainment.

MID-RANGE

InFocus lp340 £1,595 +vat

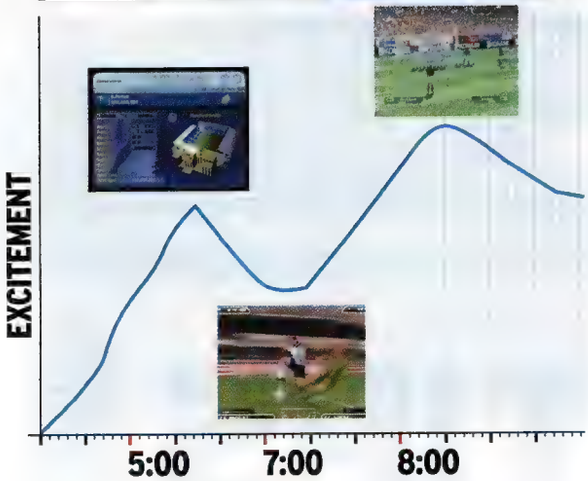
Excellent image quality with both digital and analogue connectivity. DLP technology usually means it's best suited to TV, DVD and video but InFocus has developed this model with dual component video application and switchability. It comes with a carry case and is the quietest projector in its price range.

IF YOU'RE LOADED

Optoma EP 753 (1600 Lumens, XGA, three years warranty) £2,113 +vat.

The machine has a contrast ratio of 2000:1. Most projectors are about 400:1 so this gives great home cinema images. It is among the quietest of projectors and has XGA resolution so the picture quality will be among the best available.

BIG NIGHT IN...



WHEN SATURDAY COMES

Sod Davidson and Black – the only thing you need for a quality weekend in front of the TV's a few mates and a rack of PS2 rentals. And with the world cup approaching, how better to get in the mood than with a marathon kickabout?

YOU WILL NEED: Enough Bovril to scald a herd of pigs. Lots of pies. Adequate seating. A MultiTap 2.

5:00 The Early Going

Warm up with a few gentle goes on *LMA Manager*, the PS2's leading footie management title. That tactical savvie will certainly come in useful. But not just now...

7:00 The Kick-Off

As your mates arrive, get things going with a few five-minute games of *Red Card*. It *plays* enough like the beautiful game to act as a good warm-up session, but it's also pleasingly violent. Excellent.

8:00 The Tournament

It was always going to come down to this – a round-robin tournament in *Pro Evo*, the most faithful recreation of football ever to grace a console. Remember to stop in time for the footy highlights...

HOW TO BLOW A MONKEY...

Whether you're rich like astronauts or poor like the PSM2 team, here's how to make the most of your hard-earned.

A MONKEY £500

Square are releasing nylon replicas of Tidus' dungarees from *FF10*. Their length can be adjusted from 165 to 175cm, with a whopping 40cm waist. Handily – because you'll really wear them, right? And, the legs unzip below the knee. Yours for only ¥28,000 (£150). Invest the change on a flight to Japan.

MCGARRETT (FROM HAWAII 5-0, SEE?) £50

Summer's here and the beer's twinkling, so why not save your liver – and prevent the onset of skin cancer – by spending 40 hours locked in a dark room? Brilliant! That's *Final Fantasy 10* – yours for a mere £40. Spend the left-over tenner on some ironic sunglasses.

A PONY £25

Apart from Platinum range (natch), our local branch of e-Play had a copy of the splendid *Agent Under Fire* for a shade over 20 notes.

A LADY GODIVA £5

Rent *Gitaroo-Man* and *Mad Maestros* for a weekend of pure Bemani madness that'll restore your faith in original games.

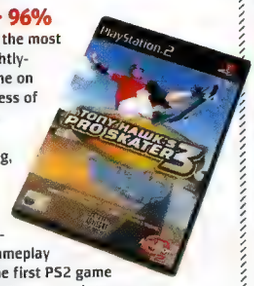
PSM2'S ESSENTIAL TEN

The ten greatest games available in the UK today. Fact.

1 MGS2 - 96%

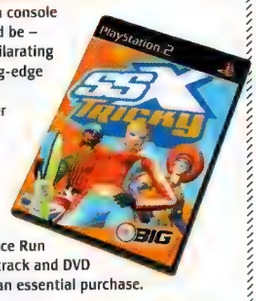
Yes, the cut-scenes *are* tedious, but Kojima's masterpiece sets the bar for cinematic integration – with lush graphics, inspired sound and expansive gameplay. If genius was measured in grapes, this'd be a burgeoning vineyard.

2 THPS3 - 96%



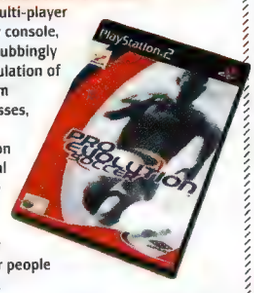
Quite simply, the most addictive, tightly-designed game on PS2. Regardless of your feelings towards skateboarding, *THPS3* delivers a perfectly-pitched, ever-expanding gameplay challenge. The first PS2 game to go on-line. Tony, we salute you.

3 SSX TRICKY - 95%



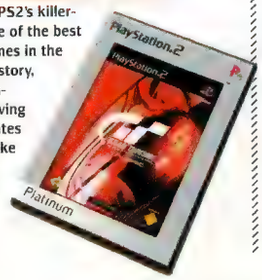
Everything a console game should be – instant, exhilarating and bleeding-edge cool. EA's snowboarder merges seamless production values with honest, pad-ripping gameplay. Ace Run DMC soundtrack and DVD extras seal an essential purchase.

4 PRO EVOLUTION SOCCER - 95%



The finest multi-player game on any console, and an eye-rubbingly realistic simulation of football. From precision passes, tactical sophistication and graphical finery – *Pro Evo* has got the lot. Essential for footy fans or people with friends.

5 GRAN TURISMO 3 - 93%

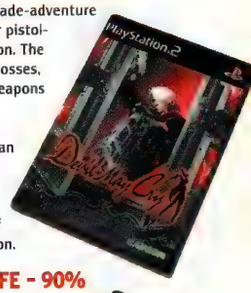


Debatably, PS2's killer-app and one of the best looking games in the whole of history. Sony's ultra-realistic driving sim dominates the genre like a growling Ferrari. Will last for ages. Promise.

6 GRAND THEFT AUTO 3 - 92%

For some, PS2's finest hour – graphically resplendent, morally bankrupt and endlessly diverse. The go-anywhere, do-anything gameplay amplified by exceptional level design. Robbery, explosions, guns, stunts, cars, rockets – the fun never ends.

7 DEVIL MAY CRY - 90%

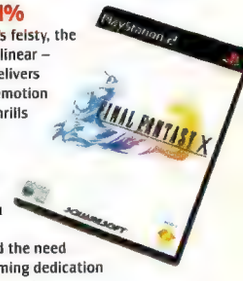


A riotous arcade-adventure for your inner pistol-packing demon. The spectacular bosses, formidable weapons and pulsing soundtrack culminate in an adrenaline-detonating experience for gamers of any persuasion.

8 HALF-LIFE - 90%

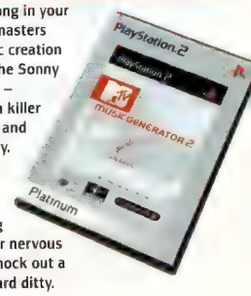
Unequivocally, the finest integration of plot, gameplay and heart-popping set-pieces that'll sit in your memory for years to come. No single-player first-person shooter comes close, and – better yet – the PS2 version features an exclusive co-operative mode.

9 FF10 - 91%



The gameplay's feisty, the plot defiantly linear – but nothing delivers atmosphere, emotion or graphical thrills like Square's sprawling masterpiece. One of the finest RPG's in history, but familiarity and the need for life-consuming dedication cushions its impact.

10 MTV MUSIC GENERATOR 2 - 90%



If you've a song in your heart, Codemasters genius music creation package is the Sonny to your Cher – jammed with killer instruments and sonic trickery. Proof that you don't need an asphyxiating waistband or nervous stutter to knock out a chart standard ditty.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

SET YOUR PS2 UP IN A BATH FULL OF ICE CREAM. YEP, IT'S HOT, HOT, HOT...

MARCUS

Strewth, it's that time of year again. The thermometer's wilting and we're getting greasy under the collar, becoming irritable, ready to snap at the slightest glitch, the merest... Aghhhhhh, you bastard, BASTARD game! Sorry... (Long, slow intake of breath.) So, (twitch) we know what it's like in this weather. We know that nothing gets the bile rising quicker than failing to find the secret password for Sector XG1, or that sodding lost key of Castle Cantbearsed... In these conditions you need us like an Indian summer needs a monsoon. So here's enough tips, hints and cheats to make even the hottest heads switch to rapid freeze.

First is a Berlin-sized walk-through for EA's double-ya double-ya two liberator, *Medal of Honor: Frontline*. Then, if the chafe of para boot starts boosting the ambient temperature, we've strung up old web-head himself on pg 110 and fed him flies until he finally coughed up the locations of all the golden spiders in his game. We ought to keep their whereabouts to ourselves but, instead, we're yodelling like Rik Waller with matchsticks stuffed under his manicured fingernails. Such is our compulsion to help.

NEED HELP?

Are you more lower worm than Solid Snake? More knocked out cold than *Knockout Kings*? Got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

Leaving Peter Parker parked in neutral, we've also got the second installment of our guide to *Final Fantasy 10*, not to mention part two of Joel's arse-kicking guide to *Virtua Fighter 4*. It's as if we've just sidled up, iced drink on tray and asked you if you'd like the air conditioning turned up. Chill, chill, chill and let us give you a top up... (chink chink). **PSM2**

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

YODA ONE THAT I WANT: For a moment, we thought this was the punchy munchkin himself. But no.

>THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

It's time to lie back and think of England as we shine the tips up real good and turn them sideways.

STAR WARS: JEDI STARFIGHTER

If the Force is particularly weak in you or you've had enough of the evil Empire spanking you like you've been a very naughty boy, turn the tide of the conflict back with these intergalactic codes. They put the 'oooh' back into Tatooine!

Enter these in 'Codes Setup' in the Options Menu:

Invincibility
Enter QUENTIN as a code.

Mara Jade's Z-95 Headhunter ship:
Enter HEADHUNT as a code.

Disable cockpit displays
Enter NOHUD as a code.

Reversed controls
Enter JARJAR as a code. The message 'Jar Jar Mode' will appear to confirm this hilarious Binks cheat. He's such a klutz!

Alternate camera angles
Enter DIRECTOR as a code. Press SELECT to cycle camera views or R1 to zoom in.

Programmer message
Enter MAGGIE as a code.

Master code
Enter PNYRCADE

LMA MANAGER

Becoming a Championship-winning manager takes skill, hard work and

TIP OF THE MORNIN'

SOLDIER OF FORTUNE

Part of the enjoyment of playing *Soldier of Fortune* is standing over a fallen enemy and taking off limbs with a shotgun. But to do this you need time that the bad guys refuse to allow you. So how about pressing select during the game then holding R1 + L1 + R2 + L2 + ⊙ and finally pressing ← to make yourself invincible. Nice one! Then press SELECT, hold R1 + ⊙ and press ← to make sure you have an infinite amount of ammo to continue your messy examination of the human body.

patience. So for all those who just can't be arsed, here's some team-building short cuts.

All players on 90% skill
Enter 'AWESOME' as a name.

Always Win
Enter 'RUN OF FORM' as a name.

Best Tactics
To have your best tactics selected for the next match, enter 'NO BRAINER' as a name.

The Ability to Buy Any Player
Enter 'FANTASY' as a name.

Extra money
Enter 'MINTED' as a name.

Fast Players
To make your players run faster enter 'HYPERACTIVE' as a name.

Instant Stadium
For instant stadium construction enter 'QUICK DRY' as a name.

No Injuries
Enter 'HEALING HANDS' as name.

KIT OF ALRIGHT: Buy all the best players, ruin the game. Still, at least you've won. Haven't you? *Eh?*

SWAT IS LOVE: Not that age and experience'll help when a Japanese girl's trying to juice you.

MR MOSQUITO

If you've already got to the point when you wish that blasted Mr Mosquito would buzz off for good, perhaps these humble offerings may help you find the Japanese oddity seem a little less irritating. Now, we're off to buy a crate of DEET and one of those blue buzzy lights you get in butcher's shops.

Two player mini-game
Hold START + SELECT on controller two after turning on the system. The controls are as follows:

Forward: ⊙
Jump: ⊗
Super Attack: △ (when the power metre is full) ⊗ to jump, and △ (when the power meter is full) to do a super attack.

Mother Mosquito
Hold L1 and press ↑, →, ←, ↓, ⊙, ⊙, R1, R1, R1 at the character selection screen to play as a female version of the insect.

Father Mosquito
Enable the 'Mother Mosquito' code. Hold L2 and press ↑, →, ←, ↓, ⊙, ⊙, R2, R2, R2 at the character selection screen.

In-game reset
Hold L1 + L2 + R1 + R2 and press START + SELECT during game play.

WALKEN IN THE AIR

Astute readers'll be wondering what happened to Walken On Sunshine, as promised last issue. The answer – we've got a good one for that, a *really* good one, but we're, um, saving it for a special occasion. Yep, that'll do. *Anyway* – Walken In The Air, eh? Easy. Here we go...

"Hello. You're gonna go... airblading. You're gonna try... to somersault over... an aerial tram car. You're gonna... miss because of the stupid controls. But complete Stunt Attack mode, and you'll... get a new costume for Ethan. That was...

supposed to be from the Dead Zone, by the way." Jeez. Good job we aren't paying him for this.

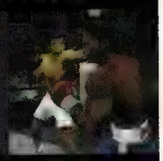
NEXT MONTH: DEAD MAN WALKEN

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

Knockout Kings 2002 (M)
0E3C7DF2
1853E59E
EE829102
BCA99C80



Very Heavy Character
CEBE62F4
BCA9A083

BCA99B84

Giant Boxers
CE97D906
BCA99B84

Heads Inflate When Hit
CE97D96E
BCA99B84

Mini Boxers
CE97D902
BCA99B84

Big Hands
CE97D96A
BCA99B84

R1 to Teleport
CE97D90A
BCA99B84

Arms Stretch When Punching
CE97D972
BCA99B84

Tag Mode
CE97D916
BCA99B84

Turbo Mode
CE97D97E
BCA99B84

Stamina Doesn't Recharge
DE889C3E
BF899B8B
DE889C3A
BCA99B83

No Bodies
CE97D97A

Resident Evil Survivor 2 (M)
0E3C7DF2
1853E59E
EE917822
BCA99C80

Infinite Magnum Ammo
FE43E27C
BCA99BE6

Excess Health
DEA47D66
BCA90C51

Infinite Assault Ammo
DE43E27E
BCA99B4A

Infinite Continues
CE450F28
BCA9AA83

G1 Jockey (M)
0E3C7DF2
1853E59E
EE8C3426
BCA99C80

Infinite Riding Points
DE78BDC6
BCA91B83

BCA9341C
DE78BD32
BCA9341C

Air Jockeys
DE89A37E
BF899B8B
DE89A37A
BCA99B83
DE89A13E
BF899B8B
DE89A13A
BCA99B85

100 Wins
DE78BD4E
BCA99BE7
DE78BDD6
BCA99BE7

Infinite Stamina
DE8D908E
BF899B8B
DE8D908A
BCA99B83

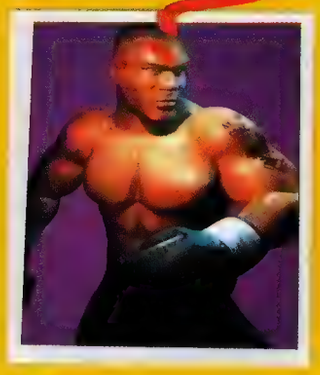
Pots Of Cash
DE78BD36

PRO TIPS

"TEST AN EXPERT"

TEST MIKE TYSON

This month the ear-nibbling king of understatement and tact will be helping you out of your gaming ruts.

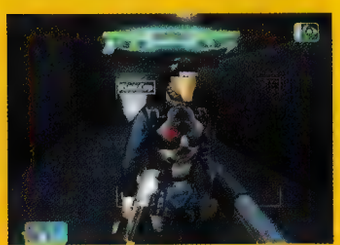


DEUS EX

Dear PSM2

I'm currently having problems with the shooter *Deus Ex*. As I'm used to playing *TimeSplitters* and *Max Payne* I tend to go a bit mental with the ammo, so do you have any tips how to save ammo and stop being shot so often, as you're so clever and stuff?
Russell Gant, Dublin

Restraint is the key word here. You have a limited amount of ammo in *Deus Ex* so you have to fight smart and be frugal. Firstly, always let your pals do the fighting where possible, as they should take out a few bad guys before perishing. Next, never rush into battle. This is a stealth game, so try and take out opponents when they're unaware of your presence. This should give you a chance to take head shots. Drop the crowbar and the knife when you get the baton to save room in your inventory. And lastly talk to everyone, as every piece of information is vital.
Also, I try to catch them right on the tip of their noses because I can punch the bone into their brains.



THAT'LL BE THE DEUS: Chat to everyone - the assistance can come in very useful.

STATE OF EMERGENCY

Dear PSM2

I'm really enjoying *State Of Emergency* but I'm coming unstuck in Mission 11. It's the one where you have to protect a Technician. I've found the guy I'm supposed to protect but I can't quite keep him alive. Have you any cheats or ways I can pass this bit?
Loz Smith, Carnforth

To protect him you've got to shoot the guys with the 'Bombs' floating over their heads. First, arm yourself with the Uzi at the beginning of the level then follow the arrows to the technician. Then run up and turn right to face the first Bomb man and take him down. Now double back to face the second which will be approaching the technician. The third attacker is back where the first one turned up. The trick now is to get the technician to safety with the Candy Girl but more Bomb men will be charging. Don't try and sprint it all, take it carefully, pausing to check all angles. The last surprise is the final Bomb man who appears just as you approach the Candy Girl. He won't know what's hit him.
Ha! If you think that's good, check out this: I could sell out Madison Square Gardens masturbating.

EX OFFENDER: Remember - there are three endings to get through - you're in for the long haul.

DARK SUMMIT

Dear PSM2

I know it's not a patch on *SSX Tricky* but I've been trying to squeeze as much fun out of *Dark Summit* as possible. The problem is I'm struggling to unlock any new levels and it's all getting a bit boring. Have you any cheats that can help me? Please?
Chris Balmer, Kettering

SUMMIT WRONG HERE: Alternatively, take it down the shop and do a part exchange for *Tricky*.

Here's the easiest way to boost your points total without troubling yourself with all that gameplay. Simply pause the game pressing Start, and then enter △, □, L1, ○, R1, ⊗, R1, ⊗. You'll then get a sound of confirmation if you've entered it in correctly. Now you will have a total of 9,100,00 lift points which will unlock all the lifts apart from the Moon Gate. Also, you will have 9,100,000 equipment points which will give you access to all the boards, tricks and accessories.
Oh and by the way, I want to kill people. I want to rip their stomachs out and eat their children.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Jenga Fett or Tony Hawk... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to:
Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

DEUS EX
Fancy a spot of omnipotence? Don't we all sometimes... To access the God Mode, press SELECT during the game and then enter L2, R2, L1, R1, START, START, START. Now who needs to be polite? Not you.

TIGER WOODS PGA TOUR 2002
Are you an over-weening, arrogant fool who feels that a little learning is below them? Simply skip the Tutorial when you first load by pressing L1 to go directly to the rest of the games options.

DRAGON RAGE
Time to improvise, people, and use what you find around you. So if you see some chopped wood, dragon's skulls or a rock press ○ to pick up and ○ again to throw them like home-made bombs!

STAR TREK VOYAGER: ELITE FORCE
To treat yourself to all the weapons a Hazard Team member can carry, pause the game and then hold down L1, L2, R1, R2, L3 and press SELECT. Then set phasers to kill!

SMASH COURT PRO TOURNAMENT
To unlock Red Ace you must win the Arcade on hard without losing a game with a male player. To unlock Hitomi Yoshino you must do the same with a female player.

FREQUENCY
To enable the Cheat mode in this Bemani music-fest, just enter ↓, →, ↑, ←, ←, ↑, →, ↓ at the title screen. Then enter →, ←, ←, →, ↑ during game play to access the multiplier. Now, let's see you dance!

SPIDER-MAN
When you're fighting the Goblin on his glider, just get high above him, then drop down and hold ⊗ to home in on his glider and catch hold. Then just pummel away until he throws you – it doesn't hurt.

3220 OF YOUR MOST WANTED TIPS

ON SALE 13 JUNE

INCLUDING:
Have a FREE cheat. Go on, treat yourself! It's on the house, courtesy of your top mates at GamesMaster magazine!

SPIDER-MAN: THE MOVIE

CHEAT MODE

Enter the Specials menu and enter the code ARACHNID. If you entered the code correctly, you will hear the Green Goblin chuckle. All regular levels, FMV sequences and gallery pictures will be unlocked.

PlayStation.2

PLUS!

E3 BLOWOUT!

The hottest news and pics live and direct from E3, the biggest games show on earth! Everything you'll be playing for the next year revealed first in GamesMaster!

FREE 114 page Your Most Wanted Tips book with the new issue of GamesMaster

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Sharpen your controller and prepare to prove your worth against the finest warriors to use PS2…

NEW LEAGUES

WIN! ACTION REPLAY SSX Tricky is waning in popularity as the action seems to be in the GT3 ranks. And the Dojos got a whole page larger, meaning more scores for you to beat. We love it when you beat us. Do it again.

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right…

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

Send us a completed entry form (exact level and score!) with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is:
Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

This time, the closing date for entries is **Friday, 28th June** – get those entries in. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. **Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.**
2. **Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.**
3. **Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.**

SSX TRICKY

Uber boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,532,140	Austin O'Toole	1'47"93	Austin O'Toole
	1,421,720	Alex Duffy	2'05"10	Frederick Astier
	1,244,120	Richard Kemp	2'06"55	Alex Duffy
Elysium Alps	2,629,495	Sam Payne	3'28"39	Austin O'Toole
	2,591,760	Jeff Bell	3'28"38	Simon Baggott
	2,322,930	Amanda Offord	3'30"14	Frederick Astier
Merqury City	2,362,380	Austin O'Toole	2'31"26	Austin O'Toole
	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
Mesablanca	1,435,645	Austin O'Toole	2'13"58	Austin O'Toole
	1,036,880	Amanda Offord	2'25"43	Gareth Russell
	808,090	Chris Abnett	2'29"54	Andy Lyle
Tokyo Megaplex	2,198,630	Austin O'Toole	2'26"44	Austin O'Toole
	2,187,640	Anthony Portch	3'15"13	Dean Edwards
	2,166,790	Richard Kemp	3'21"68	Damian Lobbett
Pipedream	2,466,530	Jon Minott	1'32"99	Austin O'Toole
	2,312,200	Anthony Portch	1'37"64	Alex Duffy
	2,325,820	John Norman	1'40"75	Carl Musgrove
Garibaldi	1,983,820	Austin O'Toole	2'38"54	Austin O'Toole
	1,947,200	Chris Abnett	2'39"54	Carl Musgrove
	1,860,220	Jonathan Mace	2'40"43	Gareth Russell
Alaska	2,075,255	Amanda Offord	4'06"23	Andrew Stone
	1,837,801	Jeff Bell	4'14"21	Austin O'Toole
	1,736,175	Paul Wise	4'23"56	Frederick Astier

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo. Do you use a tank? A speedster? A triathlon-style set of cars? We'll be interested to see..

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Now fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide, you can shoot it out with the cops – but you *can't* enter any more cheats, pick up bribes or get a spray job.

THE FLYING WITHOUT WINGS CHALLENGE

How far can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill..

BURNOUT

USA MARATHON EX

5'37"456	Paul Griffiths
5'45"129	James Merrett
6'07"552	David James
6'09"004	Sam Trent
6'19"275	Phillip Richards

USA MARATHON

5'52"250	Paul Griffiths
5'59"222	James Merrett
6'15"009	David James
6'19"108	Sam Trent
6'31"010	Phillip Richards

COUNTRY CHAOS

1'42"728	Paul Griffiths
1'45"652	James Merrett
1'47"687	David James
1'49"248	Sam Trent
2'06"315	George Richards

NIGHT SHIFT

1'26"398	Paul Griffiths
1'29"964	James Merrett
1'36"277	David James
1'42"296	Phillip Richards
1'50"221	George Richards

GRIDLOCK USA

1'30"558	James Merrett
1'31"000	Paul Griffiths
1'37"289	David James
1'40"442	Sam Trent
1'44"657	Phillip Richards

CLIFF HANGER

1'45"219	Paul Griffiths
1'46"009	James Merrett
1'54"065	David James
1'59"774	Sam Trent
2'03"308	Phillip Richards

HILLSIDE PASS

1'41"078	James Merrett
1'43"253	Paul Griffiths
1'50"205	Sam Trent
1'50"835	David James
1'59"806	George Richards

RUSH HOUR

2'12"550	James Merrett
2'15"043	Paul Griffiths
2'24"558	David James
2'29"000	Phillip Richards
2'31"220	George Richards

INTERSTATE

2'19"240	Paul Griffiths
2'23"226	James Merrett
2'30"000	Sam Trent
2'33"776	David James
2'33"880	Phillip Richards

EURO MARATHON EX

3'42"674	James Merrett
3'48"994	Paul Griffiths
3'56"406	David James
3'58"005	Sam Trent
4'04"220	Phillip Richards

EURO MARATHON

3'47"100	James Merrett
3'56"228	Paul Griffiths
3'59"402	David James
4'03"222	Sam Trent
4'09"408	Phillip Richards

SUNSET RIVER

1'43"227	James Merrett
1'49"005	Paul Griffiths
1'55"885	Sam Trent
2'00"321	David James
2'03"665	Phillip Richards

TWILIGHT HARBOUR

2'08"445	Paul Griffiths
2'12"338	James Merrett
2'18"224	Sam Trent
2'26"889	David James
2'30"100	Phillip Richards

HARBOUR TOWN

2'02"226	James Merrett
2'10"225	Paul Griffiths
2'12"558	Sam Trent
2'18"005	David James
2'19"223	Phillip Richards

TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'24"42	Miles O'Owyers
1'25"97	David Peacock
1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

6,267,998	Simon Brett
5,514,274	Stuart Hurst
5,067,758	Craig Skelly
4,998,219	Matt Massara
4,123,281	Alex Holbrook

CANADA

5,677,013	Matt Massara
4,608,959	Simon Brett
4,383,464	Craig Skelly
4,093,905	Kris McMurchie
4,053,524	Stuart Hurst

RIO

7,392,041	Kris McMurchie
7,229,116	Scott Trenholme
6,329,233	Andrew Cooper
5,972,884	Denise Gibbins
5,773,879	Matt Massara

SUBURBIA

6,120,180	Simon Brett
5,514,232	Matt Massara
3,947,250	Stuart Hurst
3,731,162	Craig Skelly
3,535,624	Grant Jones

AIRPORT

16,469,419	Thomas Brasher
15,282,580	Matt Massara
14,200,000	Mark Bass
13,242,140	Kris McMurchie
12,129,480	Denise Gibbins

TOKYO

5,497,114	Simon Brett
4,967,791	Matt Massara
4,555,426	Grant Jones
4,183,585	Denise Gibbins
3,899,460	Ben Hodges

L.A.

7,392,064	Kris McMurchie
7,112,590	Stuart Hurst
6,052,281	Simon Brett
4,606,379	Denise Gibbins
4,174,299	Craig Skelly

CRUISE SHIP

7,547,550	Simon Brett
6,207,549	Matt Massara
5,302,410	Grant Jones
5,278,712	Craig Skelly
3,869,709	Stuart Hurst

SKATER ISLAND

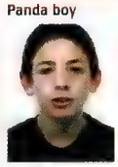
6,269,681	Matt Massara
6,049,948	Craig Skelly
5,781,324	Simon Brett
4,257,014	Stuart Hurst
3,659,613	Billy Owens

IN THE DOJO

›PLACES FOR FACES

MATT MASSARA

Panda boy



Look at those circles under his eyes – he clearly plays far too much. We love *Tony Hawk's* too, Matt, but get some sleep soon or you're going to die!

JAMES GOTT

Drives a lotus?

Ah, the calm gaze of a Zen master. James has it too, albeit from *GT3*. He says he wants to take on Tommy Willumsen – now that'd be a match worth seeing!

AEDAN SHERRY

Old ladies love him

Aedan's hovering round the middle of the *GT3* rankings. Can he take on the might of Messrs Gott and Willumsen? We're eagerly awaiting the next video delivery!

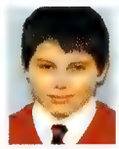
DENISE GIBBINS

Funky...

A new face for the *THPS3* board-battle, Denise has clearly learnt the art of playing without the use of eyes. Either that or she's turning into PaRappa...

ANDREW COOPER

Multi-talented munchkin



Aww, bless, that's a school uniform. We wish we'd gone to a school that produced gamers who could get high scores for *THPS3* and *State of Emergency*, though.

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

METAL GEAR SOLID 2: SONS OF LIBERTY

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00'18"78	Steven Powell
00'19"88	Matthew Harrison
00'19"90	Paul Stuckley
00'24"04	Robert Lawton
00'26"12	Tim Piper

FATMAN

00'41"94	Adrian Jenkins
00'42"68	Daniel Miller
00'42"72	Paul Stuckley
00'44"16	Steven Powell
00'46"62	Matthew Harrison

HARRIER

01'12"40	Darren Griffiths
01'18"25	Steven Powell
01'18"40	Daniel Miller
01'20"10	Tim Piper
01'25"80	Robin Davies

VAMP

00'03"54	Daniel Miller
00'04"10	Paul Stuckley
00'04"34	Matt East
00'04"50	Mike Wallace
00'05"02	Adrian Jenkins

METAL GEAR RAY

01'36"38	Sam Mound
01'39"70	Tim Piper
01'43"10	Thomas Bailey
01'46"12	Daniel Miller
01'48"64	Adrian Jenkins

SOLIDUS

01'40"38	Steven Powell
01'44"90	Tim Piper
01'45"42	Matthew Harrison
01'49"22	Sam Mound
01'50"64	Daniel Miller

OVERALL TIME

7'12"839	Matthew Harrison
8'08"323	Daniel Miller
8'37"103	Adrian Jenkins
8'45"839	Tim Piper
8'54"103	Paul Stuckley

WWF SMACKDOWN! JUST BRING IT

SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
65 Wins	Lee Todd
62 Wins	Gordon McTurk
59 Wins	Michael Mould
59 Wins	Shane Cullen

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	487,750	Mathew Bevan
	429,190	D Mackay
	400,170	Paul Woodall
	364,000	Daniel Hurtley
	352,360	Marc McKeown
Elysium Alps	833,240	Sam Payne
	704,950	Richard Dixon
	682,950	Mathew Bevan
	656,805	Paul Woodall
	608,200	Gavin Haywood
Merqury City	568,845	Paul Woodall
	515,500	Mathew Bevan
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	506,870	Mathew Bevan
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	500,600	Sam Payne
	467,715	Paul Woodall
	464,690	Mathew Bevan
	449,245	Gavin Haywood
	384,495	Paul Woodall
Pipedream	700,670	Mathew Bevan
	676,360	Paul Woodall
	665,720	Mathew Bevan
	661,420	Paul Fletcher
	637,531	Gavin Haywood

TOP TIMES

Snowdream	1'48"15	Daniel Hurtley
	1'52"22	David Mulholland
	1'53"80	B. Henriquez
	1'53"72	Lu-Hai Liang
	1'53"83	Marius Cheek
Elysium Alps	3'49"95	Paul Redman
	3'49"99	David Mulholland
	3'52"72	Lu-Hai Liang
	3'55"14	Iain Jackson
	4'01"48	Daniel Hurtley
Merqury City	2'31"66	Marius Cheek
	2'40"62	David Mulholland
	2'43"20	Lu-Hai Liang
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
Mesablanca	2'16"09	David Mulholland
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	2'44"90	David Mulholland
	2'46"14	David Hipperson
	3'07"11	Marius Cheek
	3'09"53	Daniel Hurtley
	3'14"00	Thomas Pooley
Aloha Ice Jam	1'33"29	Mike Williams
	1'38"70	David Mulholland
	1'41"22	Marius Cheek
	1'44"60	Paul Redman
	1'44"77	Lu-Hai Liang
	1'52"27	Daniel Hurtley

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

GRAN TURISMO 3

Fancy competing on *GT3*? Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'27"744	James Gott
0'27"829	Tommy Willumsen
0'28"518	Colin Doran
0'28"866	Aedan Sherry
0'28"936	Michael Gillie

MIDFIELD RACEWAY

0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"397	Colin Doran
0'58"888	Aedan Sherry
0'59'079	James Lees

SMOKEY MOUNTAIN

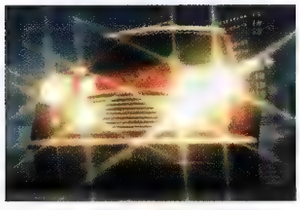
0'57"861	James Gott
1'07"212	David Peacock
1'08"286	Tommy Willumsen
1'08'622	Aedan Sherry
1'09"820	Daniel Hurtley

TRIAL MOUNTAIN

1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran
1'08"934	Vance Williams

SWISS ALPS

1'04"600	James Gott
1'15"065	Tommy Willumsen
1'16"087	David Peacock
1'18"663	Aedan Sherry
1'21"764	Amanda Offord



TEKKEN TAG TOURNAMENT

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

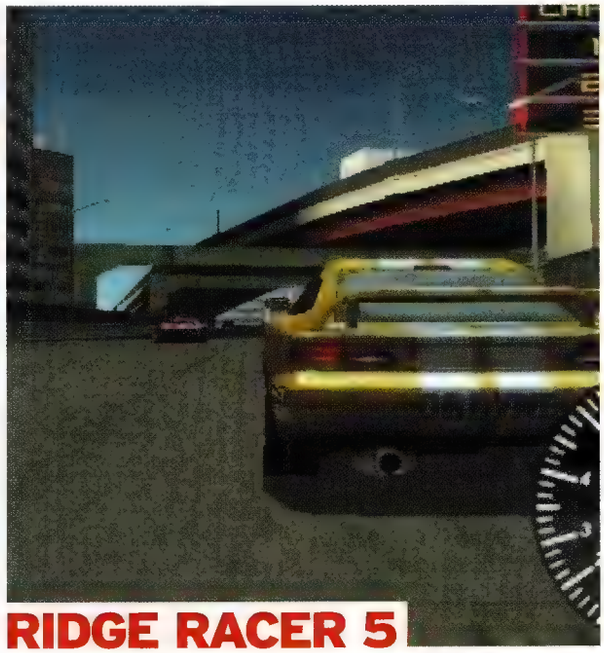
TIME ATTACK MODE

1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han

CRAZY TAXI

ARCADE MODE

$65,000.00	Stuart Morrison
$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning



RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'45"839	David Maddocks
0'47"103	Nick Marsh
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock

OUTER PASS

0'54"152	Adam Streeter
1'02"909	David Maddocks
1'04"147	Nick Marsh
1'04"244	Roger Wilkinson
1'12"256	Nick Reader

ABOVE THE CITY

1'02"578	Adam Streeter
1'10"031	Nick Marsh
1'12"073	David Maddocks
1'12"615	Roger Wilkinson
1'18"510	Kevin Peacock

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"207	Nick Marsh
1'50"756	Roger Wilkinson
1'53"455	David Maddocks
1'54"860	Kevin Peacock

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 37mins	David Maddocks
1h 38mins	Doug Bradbury

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are

STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from Three Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

134,400	Gareth Young
126,500	Johnny Martin
122,400	Dean Cash

Last Man Standing

6.08	Andy Minkley
6.13	Johnny Martin
6.15	Dean Cash

CHINATOWN

3-Minute Kaos

237,400	Gareth Young
228,500	Johnny Martin
226,900	Dean Cash

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

223,800	Gareth Young
214,600	Dean Cash
213,700	Andy Minkley

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

325,400	Andy Minkley
321,300	Johnny Martin
320,200	Gareth Young

Last Man Standing

12.20	Dean Cash
12.23	Johnny Martin
12.45	Gareth Young

PRO DOJO ENTRY FORM

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name

Age

Address

MEDAL OF HONOR: FRONTLINE

PART 1 WAR & PEACE

Fight them on the beaches, storm the barricades and show Mr Hitler just who he thinks he's kidding with PSM2's goose-stepping guide to beating the Germans in the ultimate shoot-out competition!

AIM OF THE GAME

To win the war single-handedly. Sure, there are allies waiting in the wings to provide the assists, but they won't lift a finger until you start kicking off with your mighty arsenal of slow-to-reload, rusty WW2 firepower. Starting off on the hellish shores of Omaha Beach, you must battle your way through 19 missions which involve stealing documents, assuming the goose-stepping guise of the dreaded hun and, obviously, shooting lots of people.

ACHTUNG!

This guide presents you with a comprehensive walkthrough for each of the missions, tells you how to complete each objective and also provides insight and strategies into conquering certain problem areas. The only things it doesn't tell you are the obvious – like smashing each wooden crate for ammo supplies. Stand by...

WHAT WE SAID...

PSM2 ISSUE #23 June 2002

"Almost transcends the FPS genre, but never quite makes it. Don't expect it to redefine your ideas, just sit back and enjoy it..."

WHAT WE SAY NOW

Taking your time with each level, you can breeze through the game and unlock everything on your first attempt. So once you've completed it, you'll have no reason to return

MISSION 1: D-DAY

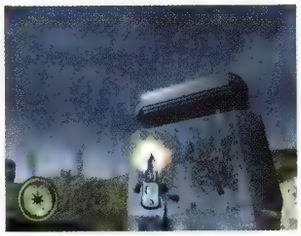
Medal awarded: Army Distinguished Service Medal

YOUR FINEST HOUR

OBJECTIVES:

- Meet the Captain on shore.
- Rescue four pinned down squad members.
- Rejoin squad at shingle embankment.
- Rescue the engineer at the end of the embankment.
- Rendezvous with your Captain at the base of the bunker.
- Cross the minefield and man the machine gun.
- Destroy MG nests on the ridge.
- Eliminate enemy soldiers in the trench.

As soon as you emerge from the watery depths, head forward to the left and meet up with your Captain behind the capsized boat. He'll bark orders to you about providing covering fire for your pinned down comrades. Run onto the beach and look out for the soldiers that are dotted around taking cover. Walk up behind them and open fire on the bunkers up ahead. When you start firing, the soldiers should make a break for the sea wall, so keep running up behind them, firing on the bunkers until they are safely at the mound. Then move onto the next soldier. It doesn't matter if a couple of comrades get hit, just as long as you manage to save at least four of them. When the fourth comrade has been saved, go and join the group at the embankment and your Captain will tell you to go down to the gate at the far end of the beach and provide cover for the engineer. Do so and when the engineer gives the signal, follow him out from behind the gate and open fire on the bunkers, strafing left to cover his hide as you go. When the engineer has planted the explosives, dash through the hole they make and follow your comrades over to the base of the left-hand bunker. Your Captain will volunteer you to cross the minefield, so make a break for it when they start providing covering fire and weave your way over the minefield to the right. When you reach the trench, take out the two enemy soldiers and then go down the right-hand passage, up the ladder and man the machine gun. Use this to take out the two gunners in the bunker to the right of you (some fine aiming is required here) and then turn it on the MG nests on the ridge between the two bunkers – which should blow up. As soon as the MG nests have been destroyed, swivel around and turn the machine gun on the enemy soldiers that have flocked down the trench and started firing at you from the base of the ladder. When they have all been killed, your Captain will join you in the trench, congratulate you on your storming performance and the level will end.

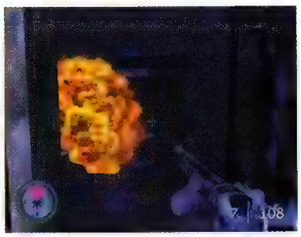


INTO THE BREACH

OBJECTIVES:

- Clear the machine gun bunker.
- Destroy radio link to upper gun deck.
- Find smoke grenades.
- Clear both gun decks.
- Mark gun deck with a smoke grenade.

When your Captain has assigned you your orders, go around the corner of the trench and take cover behind the open door. When there's a break in the enemy fire, strafe out and shoot the barrels to take out the gunner and a few foot soldiers around the corner. Storm into the bunker and take out the enemy troops at ground level and seize all the supplies. You can also man the machine gun to take out the enemy troops that are flocking towards you from outside. When the lower level is clear, head up the stairs and go into the room on the right. Shoot the radio controller and then destroy the radio equipment. Head out into the back room and, if you're quiet, you can kill the commander behind the desk before he dives for cover. Head up the ladder and then take out the troops at the top – watch out when you weave down the narrow passage because a trooper is likely to emerge from the top hatch and toss a grenade down. Head out back to the mineshaft and pick up the smoke grenades. Continue through the bunker and head up the next ladder and out through the left-hand door onto the main gun station. Kill the gunners and wait for the Captain to secure the bunker to the right. When he has done so, a red box will appear in the centre of the gun station. Press the ⊗ button to drop a smoke grenade then head back inside and through the door at the back to complete the mission.



AWARDS SCHEME

Emerging from battle, bloodied and war-torn means nowt unless you get recognition for your efforts in the shape of a shiny medal pinned to your chest. To win such awards in *Medal of Honor: Frontline*, you must complete each level with a perfect Gold Star rating, the conditions of which are listed here. You can earn additional medals by completing all the missions and obtaining Gold Star ratings in every mission.

Bronze Star: Complete the level.
Silver Star: Complete the level and neutralise 95% of the enemies.
Gold Star: Complete the level, neutralise 95% of the enemies and maintain 75% of your health.
Medal awarded: Receive all gold stars within a mission.

MISSION 2: A STORM IN THE PORT

Medal awarded: Army Commendation Medal

SEASIDE STOWAWAY

OBJECTIVES:

- Collect Resistance drop at insertion point.
- Man the machine gun in the church tower.
- Secure the submarine fuelling roster.
- Breach the wall to the docks.
- Locate the submarine fuelling dock.
- Stow away in cargo crate.

When you begin, clear the supply crates and open the small white box behind to complete the first objective, then head through the passage and take a left into town. Help your comrades take out the enemy troops by either manning the machine gun on the crashed jeep or taking them out up close. Search behind the building on the left and go into the house on the right for ammo supplies and then

continue up the road. Take a left at the end and go through the ruins and then crouch down to go through the hole in the left wall at the end. When you emerge, take a right and dash over the bridge, strafing so as not to get hit by tank fire, then man the machine gun to the right of the tank and use it to destroy the mechanical beast. Proceed up the road, killing every lurking Nazi and then go through the archway into the church ruins. Here you'll see a fallen comrade with a radio, listen to the message that comes through and then climb the ladder to the church tower. Man the machine gun at the top and use it to take out the flock of enemy foot soldiers on the streets below. Leave the tower and go right out of the church. Proceed down the road and take a right, taking care of any additional soldiers that jump out of the ruined buildings and then go through the large garage door on the left. Snipe the troops from behind the boards and then crouch through the hole on the left-hand wall to go out into the yard. Go down the alley on the right and head straight on over the road and into the ruined building opposite (you'll have to crouch to get in). As you crawl along the passage, you'll hear a comrade being interrogated. Unfortunately, you won't arrive on the scene in time to save him, but you can kill the interrogator and grab the submarine fuelling roster from the wall behind the chair. Go out the door and take out the three troops crouched behind the gun emplacement. Shoot the barrels down the side alley on the left just in front of the gun emplacement to blow a hole to the docks. Go through into the clearing and take the left-hand passage to the wharf. Kill all the enemy troops in the area by manning the machine gun, then go down the dirt track between the two machine guns and head through the passage on the left to find more supplies. Finally, go back to the docks and crawl into the open crate.

TANKS A LOT: Use the mounted machine gun to destroy the Panzer.

TOWER POWER: Climb the church tower and mow down the Nazis below.

GAUNTLET OF HATE: Run, strafing over the bridge to avoid tank fire.

BREAKOUT: Shoot the fuel drums to break a passage through to the docks.

CRATE A DIVERSION: Climb inside this at the docks to end the level.

SPECIAL CARGO

OBJECTIVES:

- Sabotage U-boat engines.
- Set explosives in the aft torpedo room.
- Disable radio communication.
- Set explosives in the fore torpedo room.
- Find Enigma code book.
- Escape through exit hatch.

When the level begins, press the ⊗ button to open the crate and then kill the two sailors gossiping outside. Open the next door and nail the guy on the right that emerges from the toilet. Now peer around the next door and kill the guards waiting beyond. As you walk through to the kitchen, watch out for the nail-throwing chefs and the gunmen that appear from behind the cookers – try shooting the saucepan of boiling water to send it spilling over them and any nearby fire extinguishers. When the pipe steam blocks your path, use the wheel to turn it off and then go through the door. Go left and straight down to turn the next wheel and then duck into the booth to turn the next wheel to clear the path to the next door. Equip a heavy duty weapon to clear the engine workers out of the way and then approach the cylinder marked 'Achtung!'. Press the ⊗ button to plant some explosives and then retreat to a safe distance. The resulting explosion will break open a pipe to the right of the cylinder. Crawl down it and then up the ladder to the next level. Shoot the grate to get through and then kill the two sailors. Plant the explosives on the red box situated on the left-hand torpedo and then get ready for a hectic gunfight in the next room. Work your way through until you reach the radio room and then wreck the equipment. Proceed through the dorms, stealing vital ammo supplies from the bunks, and then plant more explosives in the next torpedo room – there is more ammo and a field surgeon's pack in the crate in this room. Head back into the dorm and an enemy will open a new door ahead. Kill him and open the cabinet to get the Enigma code book, then head back into the room next to the radio room and climb the ladder to the hatch. Level complete.

BOX CLEVER: When you see a red box like this, press ⊗ to plant explosives.

MISSION 2: A STORM IN THE PORT CONTINUED...

EYE OF THE STORM

OBJECTIVES:

- **Find the hidden Resistance weapons cache.**
- **Find the rooftop hatch near U-boat pen number 2.**
- **Destroy supply trucks.**
- **Acquire deployment roster.**
- **Infiltrate wet docks facility.**

Peer out from behind the crates and kill the two sailors, then take out the bloke in the guard tower. Make your way around to the other side of the bay and climb the fire escape to reach the roof. Cross the walkway to the roof opposite and take the weapons from the suitcase. Use the sniper rifle to pick off the enemy troops from the neighbouring rooftops and guard towers – as well as a few on the deck of the ship – then go back down to the main bay via the ladder you climbed up by. At this point the U-boat from the last level should blow up clearing a way through the crates. Proceed through, killing all the enemy troops that emerge (including a couple more on the deck of the ship) and then go right down the next alley (there are health supplies around the corner at the end if you keep going). Go down the steps and use your sniper rifle to pick off the troops around the corner (again, look up high to take out the ones in the towers) and then go up the next flight of steps and double back to get the ammo supplies near the first flight of steps. Go left at the end of the alley and then turn around to snipe the guard near the machine gun emplacement and the one on top of the crates. Proceed with caution, picking off subsequent enemy troops and make your way down to the machine gun emplacement. Use this to dispose of any more guards that appear. Head down to the small office at the end of the dock and get the supplies, then head back and cross the bridge over the cargo train. Watch out for the gunmen that pop out of the compartments and use the ladder to climb onto the roof of the large warehouse. Run down the roof to the hatch at the end and then drop inside. Kill the guards and go through the doorway. Head past the camouflaged supply crates and make your way down to the storage yard and plant explosives on the three cargo trucks. When they have been destroyed, the door to another warehouse will be opened by guards, so kill them and go inside. Head right down the corridor and into the office at the end (the only door you can actually enter here). Take the deployment roster from the desk and then leave via the way you came. When you come out, destroy the last truck that has turned up and then use the makeshift bridge that the explosion creates to make your way onto the roof of the building opposite (you'll need to jump up on the supply crates to get to it).

THAR SHE GOES: When the U-boat goes up, head through the broken crates.

THIS IS GUNNER HURT: Man the machine guns to pick off the snipers.

BRIDGE THE GAP: The last truck explosion will reveal your exit.

A CHANCE MEETING

OBJECTIVES:

- **Sabotage the engines in the research facility.**
- **Acquire engine blueprints.**
- **Infiltrate U-boat bunker.**
- **Destroy all U-boats.**
- **Blow up fuel depot.**
- **Find dock gates.**

Weave your way down the narrow alley to the cargo train and get ready to snipe all the enemy troopers that stream off it. Pull the lever on the far side down the end (near the carriage with the machine gun on it) and you'll unlatch the last carriage. Jump up on the supply crates and man the gun to take out the guards that flock towards the entrance of the shipping yard. When the coast is clear, go into the yard and head right. Use the supply crates to jump up into the truck and grab the supplies. From here, head towards the crane and use your sniper rifle to shoot the rope holding up the crate. This will make it drop on the troops camping out below, saving you much time and effort. Go to the flaming wreckage and take a left beyond it. Pick off the troops down by the train and on the surrounding rooftops and then head into the research facility. Place explosives on the three sets of engines and then head out the door in the corner. Move through to the next area and take the blueprints from the table. The next room is full of mechanics working on a aircraft fuselage, pick them off – you can shoot the gas canisters to make this easier – and then go up the steps on the far side of the room. You can grab some supplies from the control room on the right, or you can proceed to the left, shooting the grate and going through. Shoot the far grate at the other end to get out onto the walkway, then pick off the scientists and guards below. Head down the passage opposite and into the next control room. Pull the lever to drop a torpedo onto the boat and then backtrack up the passage and through the door that was locked before. You'll find yourself emerging in the hanger of the U-boat you just wrecked. Head up the far staircase and through the passage to the next hanger. Pick off the guards and get onto the deck of the U-boat to man the gun turret. The hanger doors will open and guards will pour onto the platform, so take them out with your heavy artillery and let a few shots stray into the fuel depot behind them. When the coast is clear, get onto the other side of the U-boat and plant the explosives in the designated spot. Finally, head out into the fuel depot and run towards the gates.

FUEL SHORTAGE: Blast the large containers to destroy the depot.

U-BEND: Wreck the Nazi boat by loading it with explosives.

MISSION 3: NEEDLE IN A HAYSTACK

Medal awarded: Soldier's Medal

ROUGH LANDING

OBJECTIVES:

- **Protect Corporal Barnes as he destroys tanks.**
- **Find the Kerosene.**
- **Create a distraction to open the city gates.**

Storm ahead and clear the path of enemies so that Corporal Barnes has a clear path down the dirt track to the first tank. Meet up with your other comrade at the nearby cattle pen and then lead them to the town. Pick off the lurking troops with your sniper rifle and then search the town thoroughly for supplies. When the second tank has been destroyed, leave town via the footbridge on the far side and proceed down the next dirt track to the farm. Pick off the guards, both near the farm and across the bridge near the tank and then head left over the sheltered bridge to the enemy camp. After killing the three guards, take the Kerosene and then head out the passage behind the camp and back around the tank blocking the bridge. When this is taken care of, head down the next dirt track and prepare to embark on a mass shoot-out. The next farm is crawling with troops and there is a tank concealed in a barn to the left. Dispose of the troops, including the one up in the windmill and then head down the next track. In the next area, the tank is out of Barnes' reach on the other bank of the river. Kill all the nearby Nazis and fire the anti-aircraft gun to destroy it before leaving via the track behind the buildings. In the next area you must take out the two napalm gunners at either side of the farm to avoid getting blown up. With those and the last few troops out of the way, Barnes can get to the last tank and his contribution to the level is over. Now go to the city gates and use the Kerosene on the nearby haystack to sound the alarm and open the gates.

BIG BANG: Clear the way and Barnes will take care of the tanks. What a team.

THE GOLDEN LION

OBJECTIVES:

- **Locate tools to sabotage the enemy vehicles.**
- **Sabotage motor pool to prevent pursuit.**
- **Meet operative at the garage.**
- **Steal an Officer's uniform.**
- **Meet your contact in the Golden Lion bar.**

TOOLED UP: Find the tools and then go about sabotaging the enemy vehicles.

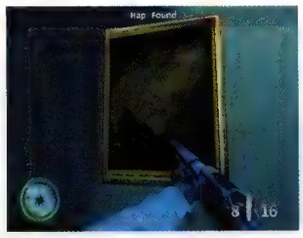
ROLLING THUNDER: Shoot the enemies as you roll along in the truck.

Head straight down the alley and then take out the troops near the machine gun mount. More will flock to your location so mow them down upon arrival. Double back and head down the main street, then take a left (although there is a room of supplies on the right) and head down to the river. Take out the troops on the far bank, then go over the bridge and take a left. Go down the narrow alley below the 'Van Uchelen Meubels' sign and then head down the road behind. Kill the lazing mechanics (preferably before they can sound the alarm) and then open the green gates to the garage. Take the tools from the box and then use them to sabotage the vehicles – some you must open the boots and others, like the truck, you must crouch below the bonnet to drain the oil. If you open the bonnets of some of the vehicles you can also obtain some vital supplies. When all of the vehicles have been wrecked, head back out to the river and proceed down past the bridge. Take a left down the side alley and then head down the back passageways and through the white door you come to. In this garage you'll meet up with the operative. Start picking off the guards surrounding the square with your sniper rifle (remember to look up high to the rooftops where several are lurking and also check the windows), destroy the alarm and sabotage all the cars. You'll then be prompted to make your way back to the operative's truck. Once you jump inside, the wagon will roll and you'll be driven down a narrow street with several troops to shoot, eventually ending up in another square. Do the same as before and clear the place of enemy activity, destroy the alarm and sabotage the vehicles before getting back in the truck. You will then be driven to a park and must clear the area of enemies again. When you have taken care of them, go into the back street and open the gate for the truck before hopping aboard again. When it comes to the next halt, kill the surrounding guards and jump into the back of the enemy truck to secure an Officer's uniform. Sabotage the vehicles (including the truck) and then shoot the alarm to secure the area. Hop in the truck one last time and you'll eventually come to an abrupt and permanent halt on a bridge. Storm across the barricade and then over the next bridge and you'll come to the Golden Lion bar. Press ⊗ at the door to change into your uniform and then go inside. Tip the piano player to rouse the enemy troops into distraction and then head upstairs. Go out onto the balcony and spill the three pints of beer onto the table below to start a fight between the enemy troops. Now all you need to do is wander down the steps and meet up with your contact.

OPERATION RAPUNZEL

OBJECTIVES:

- **Find the kitchen key set.**
- **Search behind the paintings for the map.**
- **Destroy the clocks to find the documents.**
- **Find the keys to the cell door.**
- **Locate Gerritt.**
- **Command enemy vehicle.**



Flash your ID papers to get through the side door (or you can just kill all the guards and breeze in with all guns blazing!) Head upstairs and take the kitchen key set, then go back down and open the door. Head down the passage and up the small slope into the kitchen and then wade your way through to the dining area (if you're feeling like making a din, you can shoot the chandeliers to devastating effect). Don't bother checking the paintings in this area because none conceal the map. Instead, head out through the door to the right of the piano and get ready to mow down a mini-battalion of enemy troops that stream down from the balcony. Go up the steps and through the door to the left of the balcony and into the great hall. Approach the Nazi at the podium at the front and he'll whip out a bazooka and spectacularly miss you with a rocket, sending the walkway between the tiers crashing down and forming a bridge to reach the door in the top-right corner. When you go up, search the small painting above the podium to get the map and then head out through the door. None of the clocks in this next area contain the documents, so proceed upstairs into the library. Head down the passage on the other side, killing all the guards and then go through the far door into the drawing room. Shoot the clock next to the pool table to reveal the documents, then go into the sauna. Turn the value to open a secret passage and crawl through. Speak to the Resistance member on the radio and drain the room of supplies before heading upstairs. At the top, open the secret bookcase door to the right and go through the door at the far end. Kill the troops that wade in through the far door and open the door on the right to free Gerrit. Follow him upstairs and out into roof garden. When all the troops have been killed (including the two in front of the large clock tower) push Gerritt over the edge and drop down into the hay bale. Then simply walk over to the vehicle to complete the level.

MISSION 4: SEVERAL BRIDGES TOO FAR

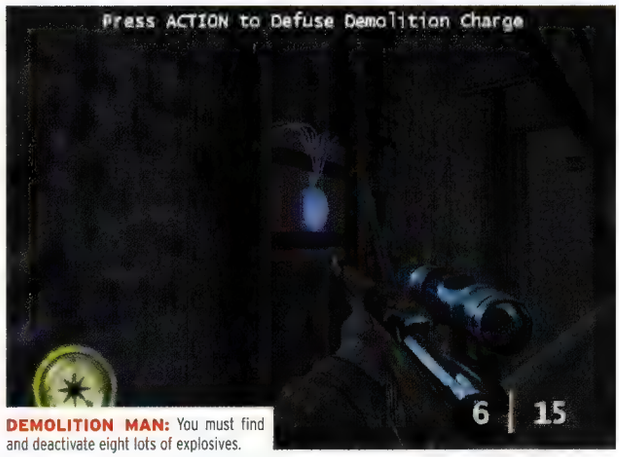
Medal awarded: Dutch WWII Commemorative Cross

NIJMEGEN BRIDGE

OBJECTIVES:

- **Defuse the bomb charges under the bridge.**
- **Destroy the anti-aircraft gun.**
- **Escape in the supply truck.**

Go up the steps until you can get a clear shot of the two troops above you to the left, then get onto the bridge and take the Gewehr 43 from the ground nearby. Take out the two troops approaching in the distance and then walk up to and just beyond the burning car wreckage. Snipe the three troops at the end of the road and then man the machine gun to mow down the reinforcements that arrive from the left. Head down the steps under the bridge and disarm the explosives on the left as you go. Head under the bridge, disarming more explosives and then take out the troops on the other side of the bridge. Make your way down the road very cautiously as there are snipers hiding up in the rafters and a couple of mounted machine guns up ahead. When you reach the dual machine guns, you can climb the ladder on the outer pillar to reach the top of the bridge and take out the snipers at close range, as well as the ground troops that attack in a seemingly never ending wave. Go down to the other end of the bridge and then use the machine gun to dispose of the next wave of troops that flock onto the bridge from the left. Go down the steps, defuse the next four batches of explosives and head up the far flight of stairs. Head left along the road and then go down the slope that branches off and down to the main road. Go left and then into the bunker door. Go upstairs and shoot the fuel drum to blow up the anti-aircraft gun, then head downstairs to escape in the medical supply truck.



DEMOLITION MAN: You must find and deactivate eight lots of explosives.

YARD BY YARD

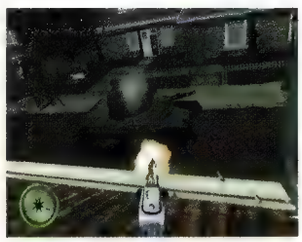
OBJECTIVES:

- **Clear the enemy checkpoints from main road.**
- **Destroy the radio.**
- **Find your way to the centre of Arnhem.**

Go straight ahead and through the red door, then man the machine gun and shoot the red fuel canister to destroy the road block. Go downstairs and out onto the street then through the alley under the arch. Go through the pale gate into the back garden and then into the back door of the house. Head upstairs, through the only unlocked door then crawl through the secret hatch and into the bedroom on the right. Man the machine gun to take out the next road block and then go downstairs and out through the back door. (Although, if you like, you can shoot the Nazi on the khazi to get some medical supplies!) Head left down the road and then duck into the narrow alley on the right. Head through the gate into the house, go upstairs and through the secret hatch before using the machine gun to take out the next road block, plus the tank that follows the truck through it. Go downstairs and out the back door, then follow the alley out onto the road. Follow the road back around to the road block you just opened to get some medical supplies and then come back to the far end and head down the alley and into the next house. Go upstairs and through the secret hatch, then man the machine gun in the room on the right to take out the road block. Head out downstairs, through the garden and down the alley. Man the machine gun and take out the troops and the nearby tank then search the gardens for medical supplies – you can climb a ladder into an adjoining garden to get a field surgeon's kit. Follow the mute old man out into the alley, watch him get shot and then go into the last gate on the right and into the house. Destroy the radio (don't stand too close or you risk getting caught in the explosion) and then go back out and up the steps at the end of the alley. Position yourself in front of the windows and snipe the plethora of troops that come charging down the alley and across the rooftops. When the coast is clear, go through the door behind you.

ACCESS GRANTED: Blast the red fuel drums to clear the road blocks.

DOGS OF WAR: Gatecrash their tea party and run amok through their house!



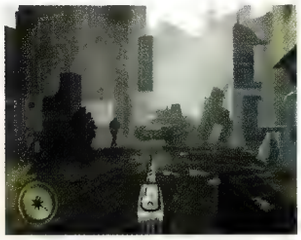
ARNHEM KNIGHTS

OBJECTIVES:

- **Destroy Panzer IV tanks.**
- **Neutralise the Panzer Schreck squad.**
- **Meet up with Jigs at the customs house.**

When you have spoken to the Captain, dive up the steps into the building straight ahead and take out the troops within, before sniping the ones across the road. Then jump down onto the road and pick off the snipers on the rooftops. Walk along the street and then go up and over the pile of rubble before picking off all the ground troops around the mounted machine gun. When the coast is clear, man the gun and take out the Panzer that crashes through the rubble in front of you. Head left down the side street and then, when you come to the mound of rubble, head right into the ruined building and then up and over the mound. Take a right down the next side street and thwart the Nazi ambush. Now go straight through the crater and up the small flight of steps into the building ahead. Go upstairs and then use the stairs down the hall to get back down onto the street. Go right and then position yourself in one of the buildings on the left so that you can pick off the Panzer Schreck squad that are firing shells in the area below. They take several rounds to kill – even with head shots – so persevere with each one until you're sure they're dead. With the area secure, head into the narrow alley behind the mounted machine gun and prepare for the final push. Rather than pussyfoot around, we recommend charging straight to the mounted machine gun beyond the enemy troops and then using this to take out the Panzer tank that arrives on the scene shortly. You can use Panzer Shreck shells but these aren't very accurate and trying to aim your weapon often means that you'll take a shell square in the face from the tank before you can pull the trigger. When this area is secure, head into the doors of the customs building, go upstairs and through the last door

STREET CLEANER: Your BAR gun is the most effective for mowing down Nazis.



MISSION 5: ROLLING THUNDER

Medal awarded: Legion Of Merit

ON TRACK

OBJECTIVES:

- **Steal Officer's uniform.**
- **Steal Officer's ID papers.**
- **Enter the train station.**
- **Destroy station controls.**
- **Board Sturmgeist's train.**

Leave your start point and go into the room opposite the steamy baths to acquire the uniform and ID papers. Go downstairs and leave the hotel, then walk across the square to the guarded train station. Flash your ID to the main man and the doors will open, allowing you to go inside. However, just as you step in, the

Officer whose uniform you just stole will alert the guards and they'll pursue you *en masse*. Head through the side door in the station and work your way down through the laundry room and upstairs to the control room. Kill the two guards and destroy the station controls, then head through to the bar and wade out onto the platform. Make your way over the far side and through the door marked 'Barteraum' and push your way through to the next platform – there's a boiler room along the way that houses a secret health and ammo stash. Go through the door in the far corner of the second platform and then through to the storage room. Shoot the suspended stack of crates to send them crashing down on the troops below, then head out onto the next platform and jump onto the train.

STATION MASTER: Massacre the enemy troops and catch that train!

RIDING OUT THE STORM

OBJECTIVES:

- **Destroy the radio.**
- **Hunt down Sturmgeist.**
- **Steal Sturmgeist's briefcase.**

Shoot the crates to the side of you to gain more weapons and then dash into the compartment to avoid the armoured train on the opposite line. Head through the next few compartments and out onto the open-top carriage with the machine gun mounts to the right. Shoot the guards, using the nearby fuel drums to assist you, then man the machine guns and take out the armoured train. Proceed through the next carriages and destroy the radio equipment, then continue down the train until you come to Sturmgeist's compartment. When he flees, kill the two guards and take his briefcase. Now watch the cut-scene as he is whisked away.

AUF WIEDERSEHEN: Sturmgeist is gone but not forgotten...

DERAILED!

OBJECTIVES:

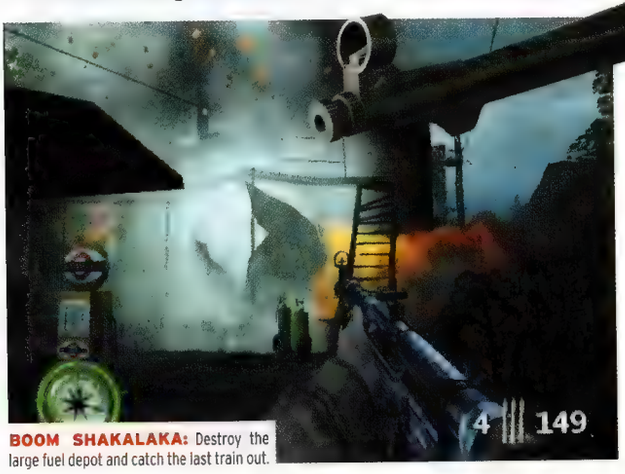
- **Infiltrate the train yard.**
- **Find the demolition charges.**
- **Destroy the fuel depot.**
- **Find transportation to Gotha.**

Head over to the left and sneak along the grass to the side of the rails. Up ahead are two foot soldiers on the line and three guards up in an outpost. Pick them off using your Walther P38 (for accuracy) and then continue sneaking down the line. Take out the guards in the train compartment and then go inside for supplies. Head down to the train yard and take out the guards behind the sand bags to your right. Now use your newly acquired sniper rifle to take out the three guards in the

building ahead and the various snipers surrounding you, Go into the first train hangar on the left and take the demolition charges. Head into the small building behind the circular train track aligner and head upstairs. Pull the levers to align the track with the train in front of the second hangar and then go down and climb aboard to be taken to the next area. Pick off the surrounding

guards and head into the building to the left of your train wreckage for some vital supplies. Then go down the track to the right and explode the door. (Before you do so, crouch down and shoot the feet of the guards beyond it.)

Go down to the large fuel containers and plant explosives, followed by the larger container behind. Head out down the track and you can either proceed to the next base by foot or by commandeering the nearby train, although going on foot makes it easier to pick off the guards that flock to the trackside. In the next area, pick off the guards in the tower and the Panzer Shreck brigade then take the next train out of there.



BOOM SHAKALAKA: Destroy the large fuel depot and catch the last train out.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

MISSION 6: THE HORNET'S NEST

Medal awarded: Distinguished Service Flying Cross

CLIPPING THEIR WINGS

OBJECTIVES:

- Find the weapons stash.
- Find the ammo room.
- Find the spy camera.
- Photograph five blueprints.
- Locate the plans for the HO-IX.
- Find a way into the manufacturing plant.
- Destroy the test engine.
- Exit the facility.

WIND TROUBLE: Press the button and watch them fly!

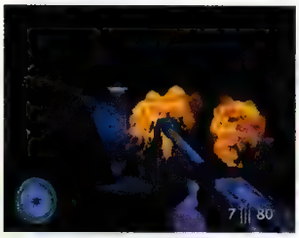
LAB RAT: Kill the scientists and photograph the blueprints.

Crawl out of the grate, go downstairs, then head into the office and use pull the lever on the mechanism to the left to open the garage door. Head out and through the subsequent offices and into the weapons stash. Kill the troops as they slumber in their bunks and search their trunks for additional weapons, as well as the spy camera. Go through the dorm into the ammo room and then head back out through the kitchen, which has just opened. Keep going left until you come to the research facility. Press the button on the console to start the wind tunnel, then head out through the door. Go into the labs and photograph the five blueprints then head out into the manufacturing plant and take the plans for the HO-IX. Stop the flow of troops into the area by shooting the fuel drums under the staircases. Now head into the next room and keep pulling the lever to increase the fuel pressure. When it is at its highest, push the button on the console to break down the door opposite, destroying the test engine in the process. Head downstairs and out into the steel mill. There are several gunners lurking on the gantries below, so pick them off with your sniper rifle before using the ladders to climb down. Take out the last few troops in the mine and then hop into the mine cart to end the level.

ENEMY MINE

OBJECTIVES:

- Ride minecart to secret radar installation.



The key to this fast-paced level is to know when to reload – which you should only do when heading through a passage to the next open area. You can take out a great many troops by hitting the nearby fuel drums, but there are plenty of others dotted high and low which you'll need to pick off in order to get a Gold Star rating. For the lone, isolated troops that are hard to hit while moving, use your bazooka before switching back to the BAR for the groups.

DRUM IT IN: Shoot the fuel drums to take out the nearby troops.

CART-MAN: Aiming is hard when trundling along, so use your bazooka.

UNDER THE RADAR

OBJECTIVES:

- Find the demolition charges.
- Disable both radar stations.
- Radio allies your position.
- Find entrance to the HO-IX hangar.

Take the demolition charges from behind the building and then head down to the radar base. Place explosives in the round radar building and then go down through the hole they create. Shoot the drums around the trucks to disable them, then man the machine gun to take out the ascending troops. Climb the ladder to the left of the machine gun and follow the trench. When the path forks, go left and kill the guards before taking the right fork. Head down towards the next radar station and snipe the gunmen in the two bunkers below from a safe vantage point. More troops will flow into the bunker so keep an eye out so that none mange to get to the machine guns. There is another troop to kill in the shack behind you and a couple by the campfire down by the ruins. When the coast is clear, head into the bunkers and use the machine guns to pick off the ascending troops. Climb the ladder up to the next radar station and use the explosives to disable it. Again, drop through the hole and continue up the next dirt track. Head into the command centre, use the radio to contact HQ and then go left to the hatch.

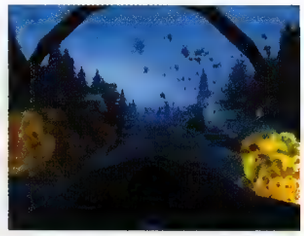
KELLY'S HEROES: Whenever you man a gun, enemy troops always come!

STEALING THE SHOW

OBJECTIVES:

- Find and eliminate Sturmgeist.
- Steal the HO-IX.

When the mission begins, head back into the bunker and stock up on weapons. Head back to the entrance and then pick off the vast amount of enemy troops that stray into your line of fire. You can use the nearby mounted machine guns to take some out, but you'll be exposed – especially to enemy bazooka fire. When the area is secure, head into the hangar on the right and then through the side door. When you get through to the other side of the rubble, Sturmgeist will emerge heavily protected by troops. Pick them off individually with your sniper rifle and then concentrate on Sturmgeist. When he has finally been killed, approach the HO-IX and press ⊗ to climb aboard. Now all that's left to do is fly off into the history books.



NEXT ISSUE! ON SALE WEDNESDAY 24 JULY

The battle may be won but the war is far from over. Next month we'll be telling you how to amass a storm stash of cheats – and you won't big heads and bouncing bullets, you know where to report to.

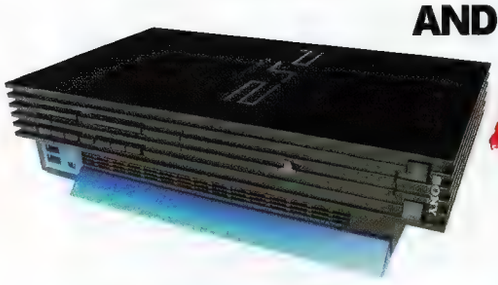
THINK YOU'VE FINISHED?

THINK AGAIN!

PlayStation®2
OFFICIAL TIPS MAGAZINE-UK

THE GENIUS NEW TIPS MAG FROM THE MAKERS OF THIS

AND THIS



ON SALE 20TH JUNE

TAKE YOUR GAMES FURTHER

SPIDER-MAN: THE MOVIE

PART 1 HEADS UP, TRUE BELIEVERS

Those golden spiders, then. Some are easy to find, some are as rare as rocking horse manure and some are absolute bastards. We've got them all. Thwip! Thwip!

SPIDER-MAN

AIM OF THE GAME

Well, to bring the Green Goblin's reign of terror to an end, obviously. But you're also awarded points for fighting in a manner befitting a superhero – and, to do that, you'll need to find the hidden gold spiders on each level. Fortunate for you, then, that we've taken all the effort out of it by telling you where they are. Yeah yeah, we know we're great – but don't waste time thanking us, just get on with the job of spanking Spidey's foes!

RUPERT PUMPKIN

There's also a stack of hidden stuff to unlock if you know what you're doing (which you will after reading this). For example, finish the game in the super tough Hero mode, and you get a whole different story, as you take on the role of the pumpkin-flinging Green Goblin. There's also a ten-pin bowling game in there, so make sure you've got a pair of smooth shoes to hand.

WHAT WE SAID...

PSM2 ISSUE #14 October 2001

"If you're after a fun platform scrapper, you won't go far wrong with this – it's just a shame it can't push the boundaries back a bit further."

WHAT WE SAY NOW

Well, it's in this issue. Aside from cursing that bomb disposal mission, we aren't *that* fickle. (If you need a reminder, flick yourself back to page 46.)

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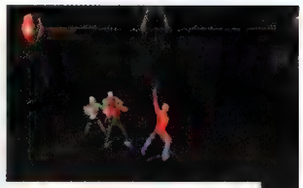
GARGOYLE BE BACK: Click R3 for a look around to nail those spiders.

SEARCH FOR TRUTH

Field Goal – The first Spider is located right below you under the eagle statue that you start out on.

Web Hit – On top of a rooftop; the building that's white on the outside and has black on the top. Go north from where you start out in this level.

TOWER UP: We hate this level. It's confusing, then absolutely impossible.



YANK BOUGH: Use the web-yank move to single out stray gunmen.

WAREHOUSE HUNT

Backflip Kick – In the first hallway – you literally can't miss it.

BIRTH OF A HERO

Handspring – In the hall just past the seven steam outlets.

OSCORP'S GAMBIT

None

THE SUBWAY STATION

Scissor Kick – From the start, go north-east, jump over the wall and you'll see it.

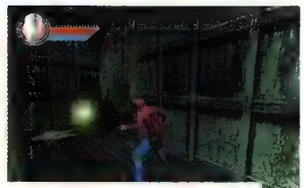
High Web Hit – Directly Opposite from where you start, there are some stairs, underneath the left set of stairs is the golden spider.

CHASE THROUGH THE SEWER

Divebomb – Above the sewer pipe that Shocker flees through.

Advanced Web Gloves – After you run through the pipe above, look to the upper-left corner of the room. You'll see the entrance to a room with a switch that unlocks the door underneath the pipe that Shocker fled through. Pop inside and the statue's yours.

ELECTRIC BOOGIE: Mind you don't fall in the water, or you'll struggle getting out.



SPIDER HOUSE RULES: It's impossible to miss the early spiders.

Advanced Impact Web – When you get to the final room before the level ends, there is a section of the room lower than the other. After you beat up all the guards, take the key from the one who has the key, and unlock the door on the left side and you will find the golden spider.

SHOWDOWN WITH SHOCKER

Uppercut – After you trigger the train on the left side of where Shocker fires blasts at you, there

SPIDEY SECRETS

FIGHT BONESAW THE WRESTLER
To fight Bonesaw, select basic combat in training. Defeat the first 59 enemies and the 60th enemy you'll come up against is oiled lummox Bonesaw.

UNLOCK 'PINHEAD' BOWLING MINI GAME
Earn 10,000 points in single-player mode for a spot of polished wood action.

UNLOCK THE GREEN GOBLIN'S SECOND ADVENTURE
Complete the game on Hero to unlock Green Goblin. You'll now play a unique game with an original story (over the same levels, naturally), where you control Harry Osborn, as he researches his father's death.

UNLOCK UNLIMITED WEBBING IN THE SECRET STORE
Score 50,000 points in single-player mode for all the gossamer you can spin.

UNLOCK UNUSED VULTURE CG SCENE
Earn 20,000 points in single-player.

UNLOCK SHOCKER CG MOVIE
Score 30,000 points in single-player.

BAT'S THE WAY: Don't try aiming - just keep swing-kicking randomly here.

will be a hall. Run down it and you'll see a river. When you get to the water there will be a golden spider floating down it. You'll need to be quick to get this one.

VULTURE'S LAIR

Gravity Slam – About halfway up you will see the first hole in the wall that you *have* to go through. After that you'll see two sets of broken stairs, go through the second one and run a little way and you will discover the next golden spider.

VULTURE ESCAPES

None

AIR DUEL WITH VULTURE

Sting – From the start, go right, get on the lowest portion of the building you can stand on, run around until you see the gilded arachnid – it'll be on a corner.

Divekick – You'll find this on the top steeple of the Empire State Building. The safest and fastest way of getting your hands on the golden spider is by knocking Vulture down first and then web-zipping your way up there.

CORRALLED

Advanced Web Dome – In the ascending road from the second floor to the third floor.

SCORPION'S RAMPAGE

Tackle – From the start of the level, go north-east, where you will see a stack of boxes. Take a look on top of the stack – you will find the golden spider.

COUP D'ETAT

Low Web Hit – On top of the building that you're on when you start the level.

THE OFFER

Flip Mule – In front of the double red doors in the room after Goblin bails from his rocket glider and jumps through the glass.

SWINGING IN THE RAIN: Wait until the lightning stops on this one...

PINCER MOVEMENT: Fling everything in sight at Scorpion.

RACE AGAINST TIME

None

THE RAZOR'S EDGE

None

BREAKING AND ENTERING

High Stomp – In the room with the first active computer, just left of the PC.

CHEMICAL CHAOS

Palm – After the first door and the long corridor with all the surveillance lights. Go north a little bit and look up.

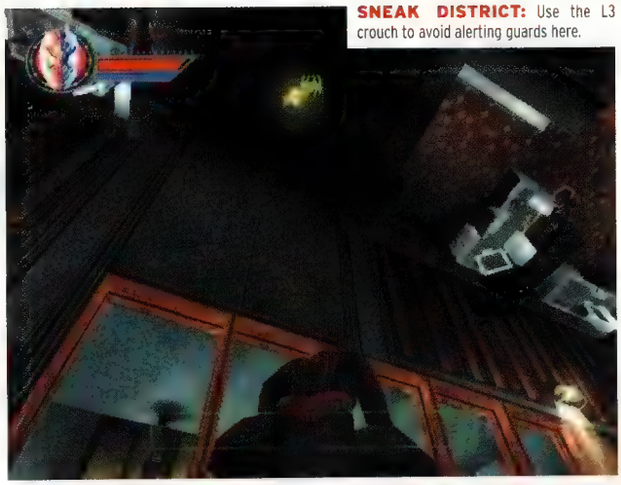
Head Hammer – There is a room in-between control rooms C and D, go in it and the golden spider is on the floor.

OSCORP'S ULTIMATE WEAPON

None

ESCAPE FROM OSCORP

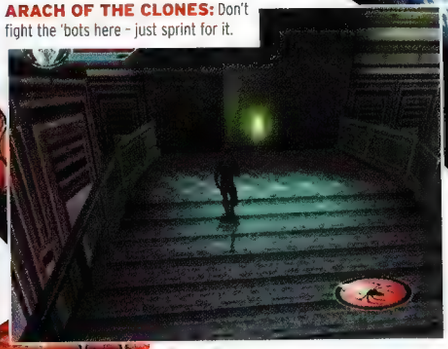
Haymaker – Go straight from where you started the level, and you will see it in front of a double door.



SNEAK DISTRICT: Use the L3 crouch to avoid alerting guards here.

CRAWL THAT JAZZ: Even if you're in the shadows, guards will spot you.

RUTHLESS STEEPLE: Or you'll end up getting struck by lightning.



ARACH OF THE CLONES: Don't fight the 'bots here - just sprint for it.

TANGLED WEB

Codes, eh? Those bods at Treyarch love 'em. Enter these in the Cheats Menu for the following effects.

girlnextdoor – Play as Mary Jane
hermanschultz – Play as The Shocker
serum – Play as Scientist
knuckles – Play as Thug 1
stickyrice – Play as Thug 2
thugsrus – Play as Thug 3
captainstacey – Play as Helicopter Pilot
freakout – Play as Matrix Spidey
realhero – Play as Police Officer
organicwebbing – Unlimited webbing
koala – All fighting controls unlocked
romitas – Enables 'next level' feature in the in-game menu
imiarmas – Enables all levels
dodgethis – Matrix attacks
joelspeanuts – Bighead enemies
spiderbyte – Mini Spider-Man
goestoyourhead – Bighead Spidey
underthemask – Activate the first-person mode
chillout – Super coolant
headexplody – Enable bonus training levels

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

FINAL FANTASY 10

PART 2 RASH COMPACTOR

You want it fast? You want it shrunk down to a manageable size? Hey, we don't care, we'll squish any epic into bite-size, digestible chunks in minutes. Just watch us...

FINAL FANTASY X

ファイナルファンタジーX

AIM OF THE GAME

If you're not up to speed by now, you never will be. Yet, if you've somehow managed to miss all of the dedicated coverage we've given the game since its launch over a year ago, here's the blip-vert version of events. Square invents the *Final Fantasy* series, RPG fans go postal and, despite some gentle variations in quality, Square somehow manages to keep up the pace until this – the tenth edition – arrives. We're still playing it, we're still back-tracking for missed stuff and we're still having a 'whale' of a time.

WHERE NEXT?

So far we've guided you through the complexities of the first third and given you insights into how to best the first series of temple trials, how to start your Al Bhed dictionary and how to ensure victory at Blitzball. Now we catch up with Tidus and his friends after the devastating battle of Mi'Ihen...

WHAT WE SAID...

PSM2 ISSUE #14 October 2001

"As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to happiness."

WHAT WE SAY NOW

The most effective way to kill six months and much more fun than a coma. Easily the most impressive PS2 game yet – but beware, it's deeply Japanese in a po-faced, RPG way

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SKY FIGITAL

Can't wait to get airborne in the flying ship? Neither can we. So, cutting the preamble down to a brief mumbled "hello", let's get on with the show...

DJOSE ROAD

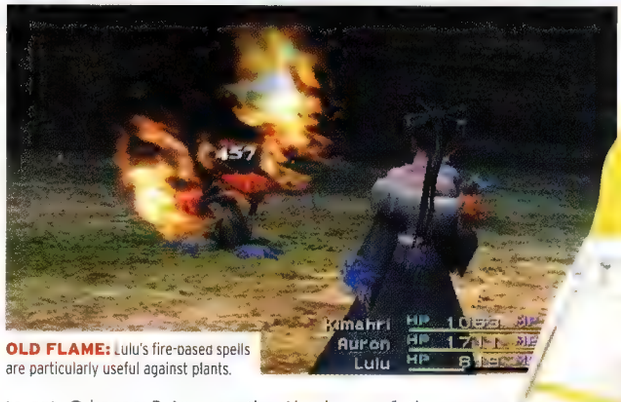
Direct Tidus up the beach after the battle and make your way down the cliff path. This is another area where everyone has something for you, so make sure you get chatting. Use fire or water spells on the Hydras that inhabit this area and watch out for the Al Bhed primer hidden behind a stalactite on the right of the path.

At the junction you won't be able to turn left, so continue right over the bridge to the Djose Temple. Before you enter the temple, make sure you check out the chest to the left and look for another one around the back of the travel lodge. Once inside, make sure you investigate the two side rooms for more items and then head up the stairs.

After this trial there's some minor dicking about you have to do outside before you can replenish your supplies and get some rest. After 40 winks, wake Yuna, who's still asleep inside the temple, and head off back across the bridge to...

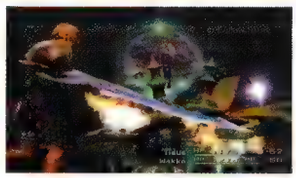
ILLUSION LIGHT RIVER

There's some more scrapping to contend with until you reach the river bank, but there are some highlights. First, you meet with Belgamine again who challenges you to a second Aeon contest – make sure Yuna's on overdrive before it begins and you sail it. As a reward you'll receive the Summoner's Heart that allows you to trade items for Aeon abilities (see Upgrade Escape). Then there are a couple of chests to uncover before you finally reach the crossing point Scout about for those chests, restock with the traders and then go over to the guy by the lift to start the Shoopuf ride. (Eh? Shoopuf? Look, it's an aquatic elephant that doesn't need to eat, O-kaaaay? Anyway, the Al Bhed will kidnap Yuna for a second time leading to your first boss battle of this stretch.



OLD FLAME: Lulu's fire-based spells are particularly useful against plants.

EXTRACTOR:
HP: 4000



WEAKNESS: Lightning Strike
TIP: *Not too much trouble this one, just a case of keeping up attacks and healing in-between.*

Once back on dry land, scout the landing area for chests, pick up the Al Bhed primer on top of the base of the crane and then move down the river bank path. After a short while you'll run into Rikku who will join your party once again.

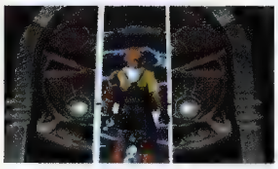
As you move down the forest path, use the monster encounters to grab stuff using Rikku's Steal ability. After collecting the items from two chests along the way you finally enter...

GUADOSALAM

It's here that you catch up with Seymour. Pop to the

PACHYDERM-A-TIDUS: Blagging a ride on the lumbering Shoopuf is the only way to get across the Illusion Light River.

SPARK PLUG



TEMPLE TRIAL THREE

Take the first two Djose Spheres in the wall alcoves and put them in the two slots on the door. Once it's open, head through and take one of the spheres by the door beyond and place it in the plinth. Take the second and place it in the slot by the glyph to the right. Now push the plinth with the sphere under the second plinth that's stuck on the ceiling. This will charge up the sphere stuck in the plinth allowing you to use it to open the door. Take the two remaining spheres, pop them in the plinth then push it all through the door and into the electric pool beyond. Tidus can now jump across the chasm and trigger the switch. Head back to the room with the pattern on the floor, head left and hit the sparkling point that resets the plinth. Grab the remaining two spheres and bang them in the two wall slots in the first room you encountered. Use the remaining spheres to complete the lit pattern on the floor and the lift will appear. Don't head up yet. Walk back to where the reset point is and you'll see a new glyph has turned up. Touch this and you'll see a Destruction Sphere beyond. But leave it where it is for the moment, head up the lift and push all the plinths there against the wall. The exit will then open. Pop back downstairs, grab the Destruction Sphere and put it in the new plinth upstairs to claim the hidden item.

WAITING GAME: When you arrive at Guadosalam you're invited to hang out in Seymour's palace and wait for the big man himself.

STRIKE A LIGHT: Use water attacks on lightning creatures.

shop, check out all the other doors off the central wooded area and then, once you're all healed and shipshape, enter the Guado's residence. (Note: this is another good area to pick up star players for Blitzball by pressing ⓞ when you talk to them.) A few tasty cut-scenes and one proposal of marriage later and you're back up the ramp for a taster of the afterlife.

Eventually, after a little more chat, the guard finally leaves the tunnel leading downwards from the main hall and you can move on to...

THUNDER PLAINS

Listen to the tutorial and then move out onto the plains hugging the lightning conductors as you progress. Items of interest as you travel include a chest in a glade off to the right and some strange glowing stones. Pray to these by pressing ⓞ and, if you follow the trail correctly, you'll receive Kimarhi's Ultimate Weapon. (We suggest you don't try this the first time round unless you're really dedicated. You can always return to this area later once you've set yourself up with the Cleansing Salts that'll reduce monster encounters to zero – more on this soon.)

Once you reach the travel lodge, rest the party and then move on. Outside the building a photographer will snap your pic before you head back out onto the plains – there's also a discarded item on the floor here. After that, it's just a matter of battling your way through to the other side and reaching the...

UPGRADE ESCAPE

There's more than one way to get the best out of your current weapons or Aeons. Once Rikku rejoins the party and Yuna gains the Summoner's Heart from Belgamine you can trade items for abilities. So, as far as weapons are concerned, what you're looking for is something with multiple slots that you can slap tasty stuff into. With the Aeons, it pays to improve them in things they're weak in – giving Ifrit a water spell, for example.

MACALANIA WOODS

Locate the chest in the middle of the road, have a quick chat with the locals barring the path to the right and then move up the roots and into the trees. Watch out for the chest hidden behind a tree on the right and continue until you meet up with the harp-carrying hawkman. (And you thought the Shoopuf was odd.) He'll tell you all about the butterfly mini game which allows you to backtrack for some hidden items. Once you're all stacked up, move on until you reach the lake road. Here Auron will batter down a section of wall to reveal a hidden area and another boss battle.

SEPHERIMORPH
HP: 11,000

WEAKNESS: Use the opposite of whatever element it's using against you to attack.
TIP: *Get Yuna to cast as many Nul spells as she can and have Lulu counter all the creatures attacks with opposite elements. So, hold back, see what element it attacks with then retaliate. Water requires Thunder and vice versa and Fire requires Blizzard and vice versa.*

Once it's been beaten, pop back outside, tell O'aka that his prices are too expensive, get yourself kitted out then move on.

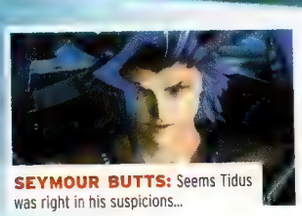
You'll now arrive at the frozen lake of Macalania. Grab the Al Bhed primer from outside the door of the travel lodge then nip inside for a bit more shopping. On leaving, Yuna will be attacked by the Al Bhed (they must fancy her or something) and the rest of the team are called in to save her.

CRAWLER/NEGATOR
HP: 16,000/1000

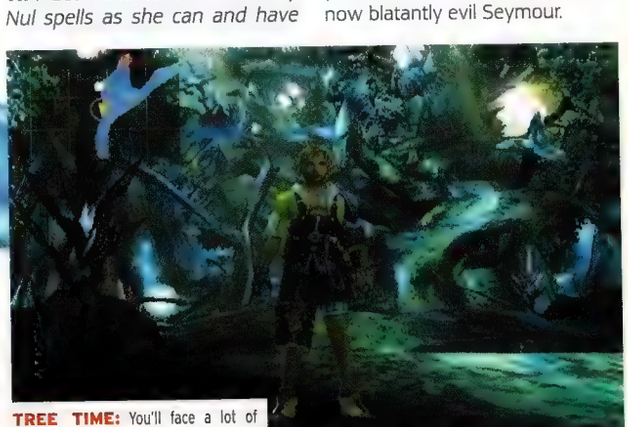
WEAKNESS: Thunder attacks
TIP: *Use Waka and Lulu to take the Negator out early and then lay in with Thunder attacks and get Yuna to summon Ixion.*

Once it's destroyed, your party will hop on to the abandoned snow scooters and bomb down the ravine to the Macalania Temple itself. Don't head in straight away. First, open the chest by the door and then head back down the thin path for another hidden item. Now go back to the temple and through the doors. Once inside, head to the room on the left first. Open the chest in there and chat to everyone. Now go back to the room on the right to continue the scene. Once everyone's left, open the chest, scare the cat if you fancy and head back out to the main hall – there's another chest by the left wall here too.

Have a chat with the Al Bhed at the bottom of the stairs and then follow the path round for your first boss encounter with the now blatantly evil Seymour.



SEYMOUR BUTTS: Seems Tidus was right in his suspicions...

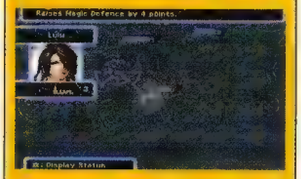


TREE TIME: You'll face a lot of monsters in the Macalania woods.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

SPHERE WE GO

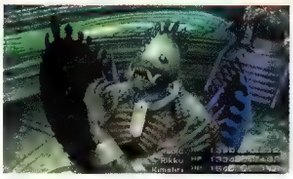


You could waste hours wandering about aimlessly upgrading your characters, so thankfully there is a much more targeted way you can go about things. What you need to do is identify each person's weakness and then send them off toward a complimentary character. Have Tidus head toward Auron and vice versa. Tidus will receive strength, while Auron will better his speed. Also, send Wakka towards Auron's part of the board so he can pick up some useful specials, while it's best that Kimarhi brush up on his thieving skills down Rikku's path.

As for the girls; Yuna and Lulu need to swap so both can exchange White and Black magic abilities and, as for Rikku, get her up to speed on your preferred type of spell casting as well.

HEY GIRLFRIEND: The ladies of the party put up a consolidated front against Seymour and his Anima summons.

SEYMOUR/GUARDS/ANIMA
HP: 6000/2000/18,000

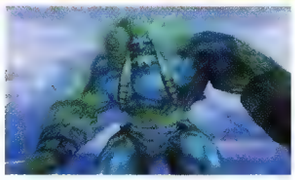


TIP: *Make sure you've got Kimarhi in overdrive and use the Stone Ronso Rage – it'll do for the guards straight up. Use any other overdrives you've got to hand on Seymour until he summons his Anima. Get Yuna to attack with the ???? summon that will reveal itself as Shiva. Attack twice with her, then Boost, then hit the Anima with an overdrive. Summon Ixion straight after, attack once, then Boost and hit it with a second overdrive. Once it's dead Seymour will return with an Ice/Thunder/Water/Fire attack pattern. Get Yuna to Nul each one before it happens and you'll soon have him down.*

Once the Guado have scraped what's left of their leader off the walls, you'll find yourself facing your fourth temple trial.

As soon as you emerge it's a case of "Run Tidus, run" as the Guado guards chase you back to the surface. Save by the sphere and head back to the frozen lake for another in this extended series of boss battles.

WENDIGO/GUADO GUARDS
HP: 18,000/1200

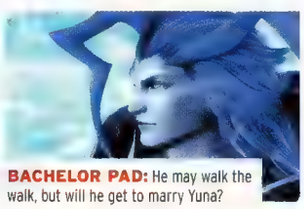


TIP: *Use Kimarhi's stone attack trick to deal with the guards quickly and then get Yuna to cast Esuna on the Wendigo to cure its berserk status. He's got plenty of hit points and is out to mess you up and eat your head, so concentrate on your ability affecting attacks (sleep, darkness, etc) and settle in for the long slog of taking him down.*

His final act is to punch out the ice beneath you, causing your party to fall to the bottom of the lake. However, undeterred by the tumble, everyone has a chat while Yuna snoozes. Then, after bagging the item in the chest behind Kimarhi, Sin bobs up and knocks everyone cold. Seconds later, Tidus wakes up in...

BIKANEL ISLAND

First things first. Swim down to the left, open the chest then onto the beach for a quick save. Head out into the sands and get involved with the Zu creature there. Tidus starts this fight alone but soon gets joined by Auron and Lulu. After its defeat, move further into the desert, open the chest by the first shelter then head right at the junction. You'll find an Al Bhed primer behind the scrap and Kimarhi beyond. Head back to the junction and follow the



BACHELOR PAD: He may walk the walk, but will he get to marry Yuna?

BIRD OF SLAY: Tidus has to face this one alone until the others turn up.

COOL RUNNINGS

TEMPLE TRIAL FOUR

Push the plinth right until it runs into the pile of snow. Now push it toward the far wall so that it slides down the slope. Take the green Glyph Sphere, walk down the ramp and pop it in the slot on the far left of the underground section. Go back upstairs, grab the new sphere and put it in the base of the pillar below ground (the one on the left of the entrance). Back up the ramp, grab the sphere on the far right, head back down and put it in the plinth you previously slid down. Push this to the right and you'll repair the second section of bridge above. Remove the sphere at the top of the ramp and put it in the pillar where you retrieved the Glyph Sphere from. There you go, bridge complete. Head back up the big ramp to the upper level, hit the new reset point that appeared and push the plinth back down the big ramp. It'll fly into another pile of snow and release a Destruction Sphere. Take this and chuck it in the slot just left of the entrance in the underground section. All you have to do now is repair the damage you've done to the bridge and make your way out.

BAD DAD: Auron gives Tidus a glimpse into his father's past.

SHOW TOPPER: Yuna gets a holographic view of Tidus' Zanakand.

road away from the oasis. At the second shelter you'll find Rikku and two more chests. Take the right fork for another chest plus a second Al Bhed primer on top of a dune. Now return to the main path and continue into the open expanse of sand.

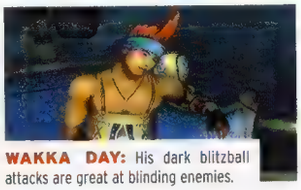
Zig-zag across this and you'll find an Al Bhed primer by some scrap on the right and a hollow filled with quicksand that contains two chests. Across the other side you'll discover another chest. A plant creature called Sandragora blocks your exit from here. Use Lulu's Fira attacks plus Auron Power Breaks and it shouldn't cause you too much trouble. Once it's dead the party will be able to continue on to...

HOME

The Al Bhed's city is under siege so check the corpses for items and save before entering the building. Once inside, head through the door on the right and prepare for a long series of tough battles without the healing powers of Yuna to help you out.

When you arrive at the Y-shaped junction, head right first, pick up the Al Bhed primer at the end of the corridor and then enter the room on the right. There's a tough battle beyond, but if you persevere you'll get to play a mini puzzle. There's a chest, see, with a combination lock on it. Spin in 5633, grab the loot and head back to the junction. Once there, take the route straight ahead, pop open the chest and then go back to the save point. Beyond this door is another meaty battle with the Chimeras followed by a chance to run downstairs, open the two chests below and then go through the door for a seriously elongated cut-scene. After this, check the bottom left corner of the room you find yourself in for another chest and then take the door on the right for the access ramp to...

CID BRITTLE: After the destruction of Home, Cid's not really up for talking.

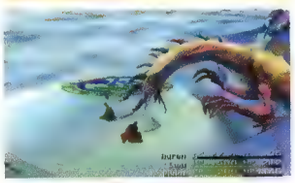


WAKKA DAY: His dark blitzball attacks are great at blinding enemies.

CID'S AIRSHIP

As soon as you're back in control of Tidus, steer him out the cockpit and then turn left down the corridor. Locate Rin and get yourself sorted for weapons and items, then head back to Cid and have a natter with his pilot. This'll kick the plot back into action with a snapshot of Yuna preparing to marry Seymour at the Palace of Saint Bevelle. After this, go back to the observation deck to start up the next boss battle.

EVRAE
HP: 32,000



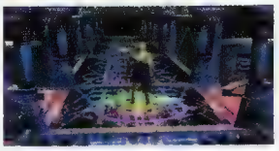
TIP: *Okay, despite what many Net walk-throughs would have you believe, this is one of the toughest boss battles you'll face. Fact. You'll start with Rikku, Lulu and Auron. Have Rikku steal the Water Gem from Evrae, have Auron hit it with Power Break and have Lulu bring her Thunder attacks into play. Now, have Rikku use one of the Al Bhed potions and bring Tidus into the action to command Cid to pull the airship away.*

Once you've managed to get some distance between yourself and the creature, have Tidus cast Haste on Rikku, swap Lulu for Wakka and do the same for him. Now swap Tidus for Lulu so your line up is as follows: Wakka, Rikku, Lulu. Use Lulu's Thunder attacks alongside Wakka's Dark Attacks while Cid launches his three volleys of missiles. Keep this up until Evrae casts Haste on himself. Now things get tricky. Evrae will move in for a Swooping Scythe. Immediately use Rikku to ask Cid to pull back, swap Wakka for Auron and have him strike with his Power Break and keep those Thunder strikes going with Lulu. Rikku should have two attacks per turn so use her second to use another Al Bhed potion. Now, here's the important part. When Evrae inhales, do not go on the attack. Just put everyone on defence to stop the creature's devastating counter. After this, Cid should pull the airship out of range leaving the creature's deadly Poison Breath falling short. Finally, as soon as Rikku goes into overdrive *and* you've given the pull back command *and* made sure everyone's healthy enough to withstand yet another Swooping Scythe, Mix the Water Gem with a Power Sphere to bring things to a suitably spectacular climax.

After all that you'll probably expect a reward. Suffice to say the following cinematics showing Tidus and Co. disrupting Yuna and Seymour's wedding day are some of the best of the game.

Once your team reaches the roof of the Palace of Saint Bevelle, you'll face a series of battles as you climb the stairs. There's nothing to worry about here except for the Al Bhed robots that will need some concentrated attention. After a while you'll finally face Seymour giving Yuna the opportunity to make an absolutely breathtaking escape off the palace's highest tower. Then it's a mad dash down into the bowels of the Saint Bevelle Temple for...

CONVEYER MELT



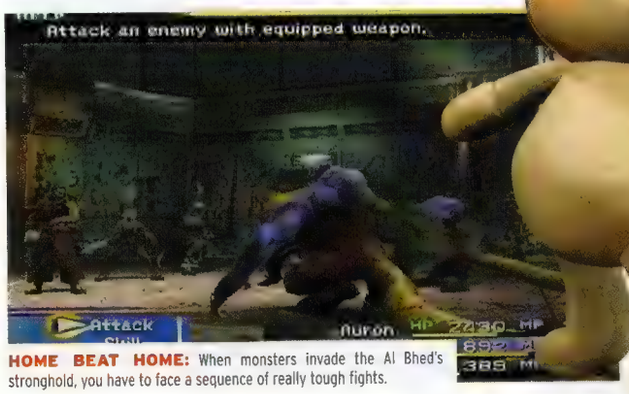
TEMPLE TRIAL FIVE

They don't come weirder than this one. The whole lower section of the temple is made of conveyor belts and you have to choose which direction they run in. So once you're in, push the plinth onto the platform. Head forward, hit ⊗ at the second junction and turn left. Take the sphere there and push the plinth back onto the belt. Hit ⊗ at the reversal glyph then turn left again. Insert the sphere in the slot and you'll see a missing section of the belt reappear. Push the plinth back onto the conveyor and allow it to run to the end and reset. Okay, now take the first turn you come to and, at the three-way intersection, head straight across and grab another sphere at the bottom. Motor back to the junction, take the option to head right and then press ⊗ when you reach the last junction before the end. Put the sphere in the slot, then get back on the conveyor belt and let it reset to the start. This time, take the second junction after the direction choice glyph and grab the Glyph Sphere. Now turn right and right just before the end and put the Glyph Sphere in the slot the other side of the bridge. Pick up the Destruction Sphere beyond. Head back to where you got the Glyph Sphere from, bang the Destruction Sphere in here then return to the bridge section at the end of this route and remove the sphere – it's essential you do this if you want to open both chests in the next section.

Final bit now. Allow the conveyor to reset and take the first junction after the direction glyph. Once you reach the other side, head up the stairs and put one of the spheres in the wall slot. Open the chest, stand on the reset plate then push the plinth to the left for the final item. Now take the path right and you're out.

Once you're free of the maze, Maester Kinoc and his goons turn up, arrest you and force you to stand trial for high treason. And that, dear readers, is where we have to leave Team Tidus for another month.

SOLAR CISTERN: Seymour may be full of flashy tricks, but his evil still needs flushing out.



HOME BEAT HOME: When monsters invade the Al Bhed's stronghold, you have to face a sequence of really tough fights.

NEXT ISSUE!

ON SALE FRIDAY 12 JULY

Will Yuna be able to [illegible] in the Path of Repentance? Will you get [illegible] and will Auron be able to [illegible]? All this and more in our next rip-roaring instalment.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

VIRTUA FIGHTER 4

PART 2 HIII-YAAA!

Tired of being bullied by the bigger 'bots? Get stuck into part two of our ninja strength guide to becoming a *VF4* hard case, and laugh like a spliffed-up hyaena as you kick the stuffing out of your foes!

Virtua Fighter 4

AIM OF THE GAME

Fighting? That's too much effort. Surely it's much more fun to train up a virtual protégé, teach him the basics and then sit back as he duffs up your mates? Well, yes, but even that takes a bit of effort, as you nurture your callow disciple into a deadly whirling blur of fists, elbows and knees...

SCHOOL BULLY

To be an effective coach, you'll need to be ruthless. Think nothing of punching your fighter repeatedly to drive home certain moves – if you feel guilty at any point, you can always tell him it's hurting you more than it is him. Also, don't worry about distracting him mid-fight if it'll help his long-term training. He'll thank you in the long run. And then he'll kick your face off...

KNOW OFF-FENCE: Don't forget wall-specific moves like Jacky's bulldog.

REVERSE PSYCHOLOGY: To teach reversals, just encourage your 'bot to attack, then counter him.

STEP 1: FOOD

Get some crisps, or a nice hot cup of tea, or something. Perhaps a Mars bar or some Kendal mint cake for sustained energy. This is going to take ages.

STEP 2: BASIC TRAINING

First of all, make sure that your character knows *every move* – this bit's a right royal pain in the hoop but it has to be done. Go through the Command Training so you know them all, then go into Sparring and do each move, then stop and let your AI do it. If they do it right, that means they understood and can now do the move. If they do something different and a question mark pops up in the AI bubble, that means it's too hard for them. Remember – *all* the moves means, reversals, throws, and stances. You also have to teach your AI moves for the stances or they'll get confused. To teach your AI a reversal, just have him perform an attack that can be reversed and reverse it.

STEP 3: DEVELOPMENT

Repeat the moves, reversals, and combos you want your fighter to be proficient at, and teach them some of those tougher strings. To get your AI to use a move more often, just do it repeatedly. They'll get better and use it more often. Reversals and defensive play can be reinforced the same way. You'll need to break longer strings down – if they're only getting two punches off in a PPPd+K combo, then you know the problem is the third punch. Focus on that, then move on.

STEP 4: FIGHTING!

Finally, eh? To start with, take your fighter into Arcade mode – don't bother unleashing the Kumite

DON'T LOOK NOW: Try encouraging prompts when your opponent's safely floored.

AGGRES-SHUN: He might be a wizened old goat, but he packs a whack!

FLASH STANCE: Your character shouldn't get confused when this happens.

WHAT WE SAID...

PSM2 ISSUE #20 March 2002

"Complete your beat-em-up knowledge with *VF4*... The most original – and hence, arguably the best – beat-em-up on the PS2."

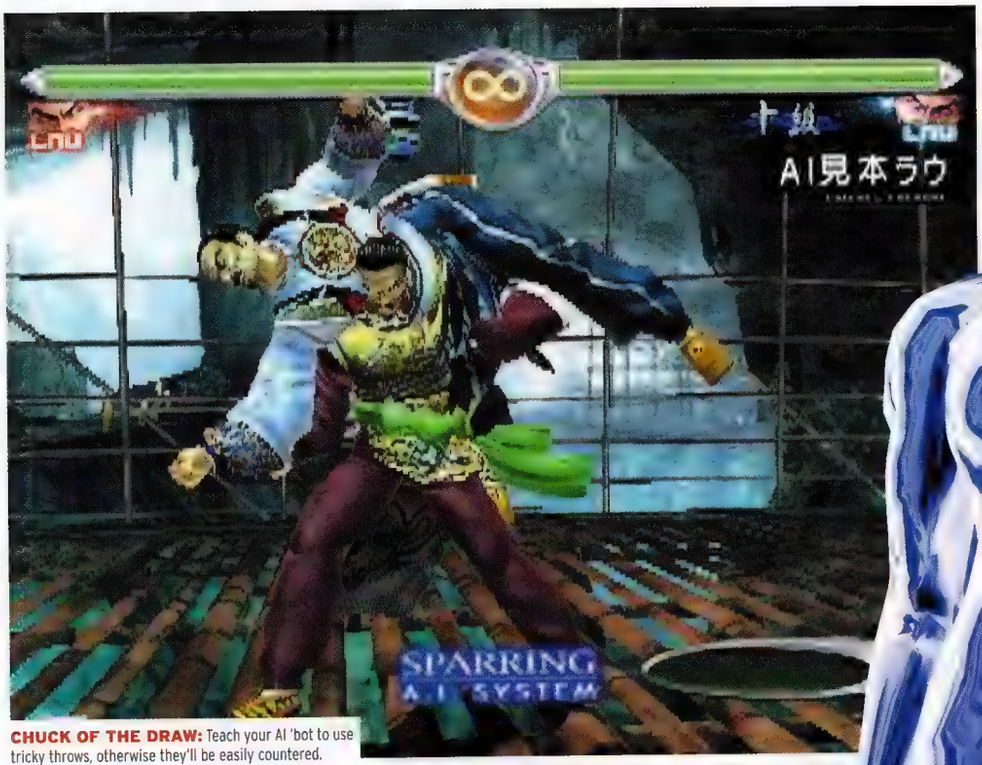
WHAT WE SAY NOW

Used to be the most original and hence, arguably, the best beat-em-up on PlayStation 2. Then *Tekken 4* turned in a class act and we were forced to relegate to second place.

91

IN THE CORNER

To be an expert corner man, you need to discourage your AI protégé from doing stupid things. An example – your AI's facing Lei Fei, he just switched into the U+P+K+G stance, your 'bot's never seen it and gets confused. You press ⊗, your 'bot leaps into action... With a punch combo that's auto-reversed. Press ⊗ to tell them that punch combo is not a good reaction, and next time they'll try something else.



CHUCK OF THE DRAW: Teach your AI 'bot to use tricky throws, otherwise they'll be easily countered.

THROW SOLID CREW: And show them throws from every stance, natch.

DOWN AND SHOUT: Try to learn 'em any character-specific follow-up attacks.

scrappers on them until they can at least reach Dural. The key here's the PLAY messages – when it appears, your fighter's looking for approval. If they keep doing a combo that gets them hit, press ⊗ to discourage them. If they do a nice reversal, press ◎ so they know it works – they'll look at the camera to show they understand. Most importantly, if they stop fighting altogether – or a question mark appears – they're confused, which usually happens in a stance, or if they're facing the wrong way. Immediately press ⊗ so that they start fighting again.

STEP 5: SLEEP

This is the easiest bit. Stick your fighter in the Kumite mode, and then go to bed, or to work, or something. Your fighter'll probably be a second dan by the time you get back. If his win rate is still below about 75% when you get back, or he gets stuck, you haven't trained him properly. Watch for the situations where he doesn't move or the combos he's over-emphasising, and take him back to sparring mode to make sure he brushes up on his skills.

STEP 6 AND BEYOND...

Sparring's the most important mode – it's where your fighter learns all his canned combos and juggles. The best thing is to keep alternating him between intensive training and marathon Kumite sessions. The poor lad'll be absolutely cream crackered by the end of it, but just watch him flourish...

GET ON UP: Remember to encourage them to use all three variations on the quick recovery, too...

INSTANT REPLAY

Replay mode's simply a more relaxed way to offer your fighter encouragement via the ◎ and ⊗ buttons. If your fighter has a very good or bad fight, save it and take him through it to reinforce his good points and cut out his mistakes. If they're being too defensive, hit ◎ at the end of strings – if they do a nice reversal, hit ◎ to congratulate them.

WATER DISASTER: They'll soon be as tough as our very own Lei. No, hang on...

WHEN I LEFT YOU, I WAS THE LEARNER

Creating your own fighter's a mesmerising, life-eating experience, more akin to buying a puppy than playing with a Tamagotchi. Here's how *PSM2*'s very own home-grown champion progressed.

5:00 PM
Our fighter, cunningly named 'PSM2', won't even throw a punch without careful nudging. We spend twenty minutes teaching him to use all Lei's stances, but he gets all confused when we try to show him a four-hit juggle. Bah.

5:25 PM
Since he seems to be getting the hang of it, we put him in Arcade mode. He gets as far as Jeffry before getting his head kicked in nine times in a row. Arse.

6:45 PM
We try again, this time helpfully pointing out what's wrong with his technique. He keeps glancing at us for encouragement and taking punches, but seems to start doing less stupid things.

7:01 PM
Back to the Sparring Arena, where we introduce some easy combos, extra throws (his opponents have started to reverse the easy ones) and the headflip. Off to arcade mode...

7:30 PM
He starts doing headflips *all the time*. Back to sparring, then.

7:32 PM
Reinforce the importance of blocking, evading and reversals by hitting him a lot.

8:00 PM
A crucial time. We leave Lei on Kumite mode, then go for several sherbets and a curry.

11:00 PM
Success! He's a first dan! He still looks confused a lot, but occasionally goes into bursts of violent activity, and his evading's even better than ours. Dan takes him on, and loses 3-1. Heh.

11:10 PM
We dress him in wooden greaves and a silly hat, for a laugh. Then bugger off for a couple of hours to play *Winning Eleven 6* on a different PS2.

1:05 AM
Curses. He's stuck on second Dan. We teach him some new combos, but he keeps standing still. Maybe it's a reaction to the hat.

1:30 AM
Aha! Lots of painstakingly careful replay work later, and he's much more aggressive. Time for a marathon overnight session, then...

PlayStation 2

FINAL FANTASY X

SQUARESOFT

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PlayStation.2

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PSM2

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A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ

プレビュー

EXPECTED UK LATE 2002

RED FACTION 2

Volition's scenery-shattering, four-player uprising enters the fray, all-pistols blazing.

SPOT FIGHT: Light sourcing's been overhauled for the sequel, with different lamps turning up in every level.

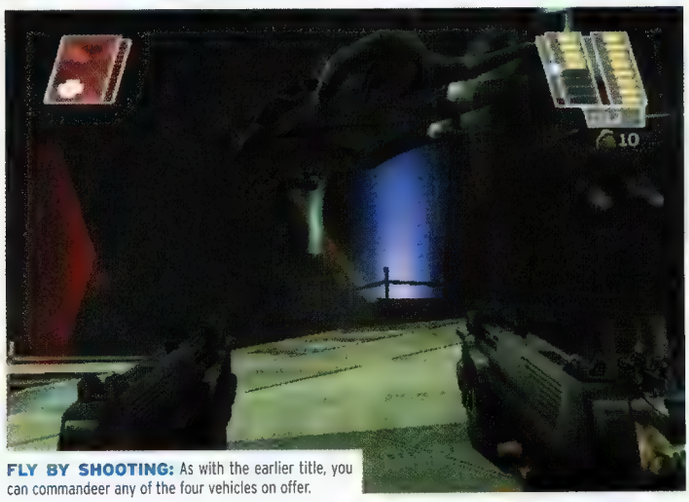
DOUBLE BLAMMY: The old 'two guns are better than one' maxim comes into blazing effect.

Red Faction was a stubborn git – a vat of great ideas marred by sloppy execution, patchy structure and insane difficulty. Most frustratingly, the much vaunted Geo-Mod system – which allowed you to blow huge chunks out of the scenery – was essentially a novelty, superfluous to plot progress. Mercifully, developers Volition have listened to gamers' complaints – dishing up smarter AI, some lateral applications of Geo-Mod and a true four-player mode – for the potentially nerve-detonating _Red Faction 2_. Almost as if – the cads – they'd been planning a sequel all along...

The Idea: Five years after *Red Faction*, corrupt Chancellor Victor Sopot leads the Commonwealth of Earth into a ruinous battle of unification with the United Republic. Ravaged by mounting pollution, people huddle in crumbling ruins struggling to survive. As part of a crack team of soldiers, you control demolitions expert Alias in a daring assault on the Public Information Building. Fighting side-by-side with Molov, Repta, Shrike, Tangier and Quill, you must use each soldier's skills to topple Sopot.

Best Features: Four controllable vehicles, including a tank, hover-flyer and submarine – plus 14 weapons, such as the rocket launcher and dual-handed pistols. Enemy AI now

POPPING PAL: Now you're part of a team, so expect some back-up in fire-fights.



FLY BY SHOOTING: As with the earlier title, you can commandeer any of the four vehicles on offer.

includes true squad-based attacks with Geo Mod scenery destruction. Multiple endings, plus full-screen four-player action offering full USB keyboard/mouse compatibility seal a compelling package.

Bottom Line: With more stealth, puzzle solving and – yes – massive explosions, *Red Faction 2* could be literally ground breaking. One look at the carbine rifle, and we're already quaking with anticipation.

ANTICIPATION ★★★★

ALIAS SMITH AND WESTON: He may be a bomb specialist but he's not averse to bullet work.

KILLING SHIELDS: Heavily armoured Sopot troopers are going to be a damn sight harder to take down this time.

OVERLOAD

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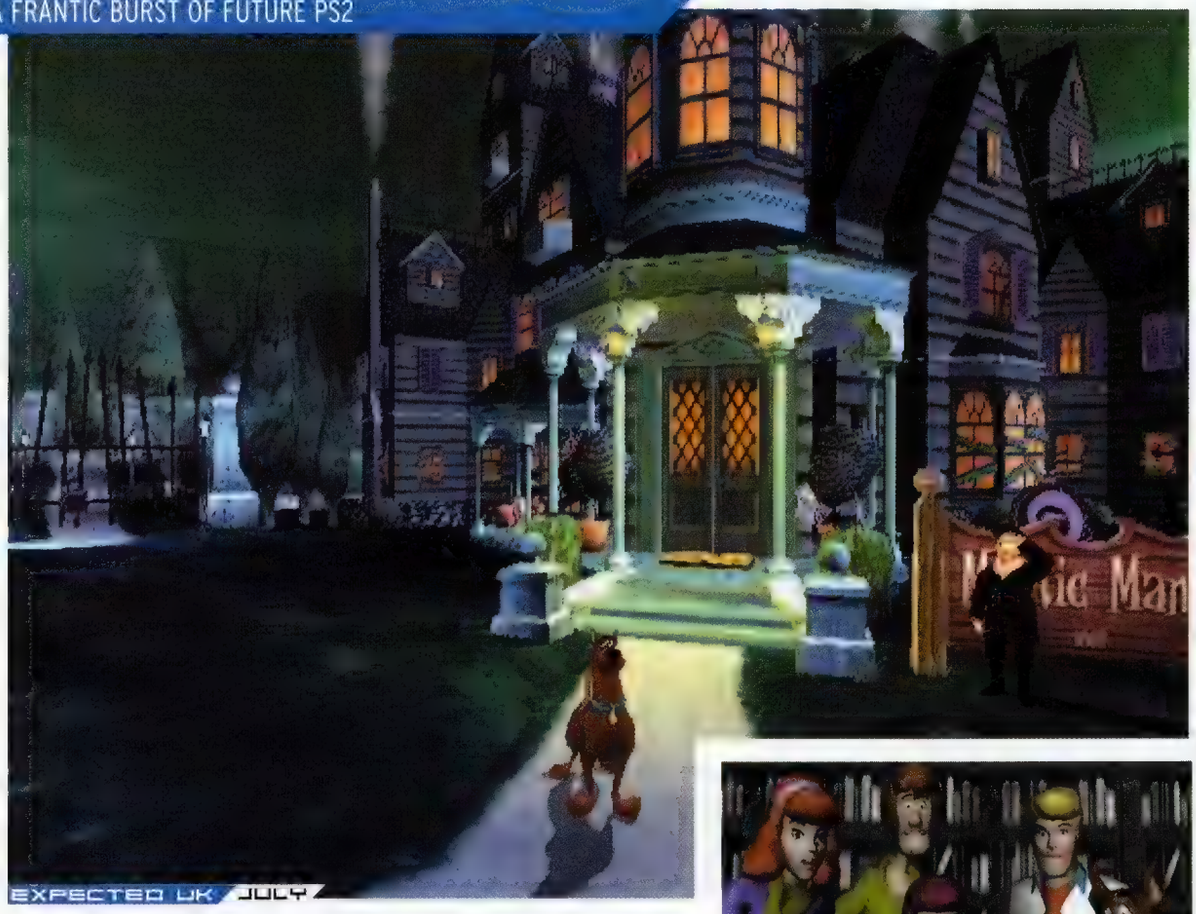


EXPECTED UK JULY

SCOOBY-DOO: NIGHT OF 100 FRIGHTS

Yeah, the movie looks dufus, but THQ's platformer is based on the child-traumatising '70s cartoon series. Finally, a game that lets you dodge monsters by posing as a lampshade and dishing out impromptu haircuts. Better yet – Scrappy Doo's nowhere to be seen. The plot sees Scooby and pals investigate (ta-da!) a haunted mansion, hot on the trail of a mysterious wrongdoer. The janitor, no doubt...

Best Features: The sound's simply terrific – with authentic creaky bed-spring leaps and ding-a-ling dances on thin air. The gameplay is a staple platformer, with double-jumps, levers and see-saws, supplemented with groovy co-operation levels. In one early scene, you'll be leaping like a salmon as Shaggy blunders a tractor over a hazardous thorn patch – clearly under the influence of too many, erm, 'Scooby' snacks.

Bottom Line: Zoinks! THQ might just deliver the real deal – a rock-solid platformer jammed with fan-pleasing nostalgic nods and cameos. We didn't even like the show – well, not after Scrappy Doo turned up – but now we can't get the ruddy theme tune out of our heads.

ANTICIPATION ★★★★

DEEP SHOW: The game's intro is a near perfect homage to the animated series.

GET KARTER: As well as standard platforming, there's also mini-games like this spikey dive about.

MAKE ME SPOOK: And I would have gotten away with it to if it wasn't for those pesky kids...

BAG THE DOG: As with the cartoon, the action appears to concentrate on Shaggy and Scooby.

EXPECTED UK TBA

DISNEY'S STITCH: EXPERIMENT 626

The idea: Sticking close to the plot of Disney's most recent animated flick, you get to squeeze yourself into the skin of Stitch, a midget alien genetically engineered for combat. Unlike the movie, though, you're actually still in the employ of your alien masters rather than being on the run from them. As a result the leapage revolves around collecting DNA strands from the various worlds you visit.

Best Features: It's got everything a standard platformer should have – double jumps, bouncing platforms, bustable crates and the like – plus a few surprises, such as Stitch's upgradable weapon that gives him the ability to lock the beam onto items and swing across chasms.

Bottom Line: It may not be about to knock *Ratchet and Clank* for six, but it's a damn sight more robust than the last Disney platformer that sneaked onto the shelves (we know where you live, *Peter Pan*). Should be okay.

ANTICIPATION ★★

EXPECTED UK TBA

LEGO FOOTBALL MANIA

The idea: Footy, with all that that entails, given a lick of prime colours and an overcoat made of shiny, shiny plastic. It's standard issue Lego – not technical, not bionicals – with teams made up of eleven men, small and smiley.

Best Features: You can fully customise your team from all the different Lego worlds. Which means cowboys going up against robots or even knights versus Martians. Not only that, but the pitches are spattered with power-ups that allow boosts in abilities like speed or even force fields that deflect tackles.

Bottom Line: *Red Card*'s already proven that we don't necessarily want our footy straight all the time. Only problem is, the Lego legacy doesn't have one triple A to its name.

ANTICIPATION ★★

MOB THE BUILDER: No twee little villages to construct this time round, oh no...

EXPECTED UK TBA

DARK CHRONICLE

TURNER PRIZE: Thankfully, the real-time battles return, as does weapons maintenance.

FACE WINDU: Toran's out, and in his place there's the flat capped Yuris and cute Monica.

***Dark Cloud* was one of the first decent RPGs to appear on the PS2, and, despite a few irritating quirks, scored solidly and sold well enough to merit this follow-up.**

The Idea: It's a century after the events in *Dark Cloud*, and the hero, brainy teenager Yuris, with his sword-wielding magician sidekick Monica, are about to set out on a quest. And yep, as you might expect, this requires travelling through space and time, battling beasts in a real-time way and building up civilisations rather than just villages. So, the usual amiable fluff then, but the tasty-looking cel-shaded graphics and sprawling game world mean *Dark Chronicle* might turn in something even more off the wall than its predecessor..

Best Features: It's a toss-up between the joyous cel-shaded loveliness of the graphics, or the advances to the much-fêted Georama system first seen in the prequel.

Bottom Line: The only improvement on the original we'd liked to have seen would have been less random dungeons and more free-roaming exploration. Sadly, it doesn't look like this has happened...

ANTICIPATION ★★★

TBA

DR MUTO

The Idea: Dr Muto, your archetypal shock-haired boffin, has destroyed his home world with his madcap experimenting. Now, thanks to an ability to morph into three different creatures (a mouse, an alien spider and a gorilla) he's off to rebuild his planet by harvesting resources from other worlds. A task that stretches across 22 formidable levels.

Best Features: It's like every single average platform adventure, ground up into a colourless paste, then boiled into an odourless gruel and spoon fed to your listless brain.

The Bottom Line: If we tell you that Dr Muto's nemesis goes by the name of Professor Burnitall, would you think this is destined to be the best platformer on PS2? Well, would you?

ANTICIPATION ★★

OCTOBER

TY THE TASMANIAN TIGER

The Idea: Ty has to find five stolen talismans and open the portal to the Dreamtime, where the rest of his tiger pals are trapped. Okay, that's a hackneyed enough plot in itself. But it's the Ozzie tokenism which really grates. Ty's got a boomerang, and he travels through the Outback and the Great Barrier Reef. Strewth. All we need to complete it is a mulleted bloke in a vest drinking Fosters.

Best Features: A platform adventure with combat, mini-games, puzzles and bosses. The sheer predictability of that might be reassuring to some...

Bottom Line: The Tasmanian Tiger died out in real life, but even Charles Darwin would have thought twice about campaigning for this one.

ANTICIPATION ★★

AUTUMN 2002

DRAGON'S LAIR 3D

The Idea: The original *Dragon's Lair*, the first game to feature full animation, was a huge arcade hit in the '80s. Loads of shoddy console versions followed, but this is the first time anyone's attempted something on the scale of the original. Alas, it already looks like another license rehash and cynical cash in. They've even wheeled the original team out of some Sunshine retirement home and got them involved in development.

Best Features: The animation does justice to the original. But the original is 20 years old. Need we say more?

Bottom Line: Some things ought never to be dug up, just like deely-boppers and ra-ra skirts. *Dragon's Lair 3D* should stay in the '80s.

ANTICIPATION ★★

TBC

NINJA ASSAULT

The Idea: Tooled-up ninja with a gun (eh?), blasts his way across nine levels (castle, forest, ghost town, cave... ohhh, you can guess the rest) in a bid to save Princess Koto who, unsurprisingly, turns out to be in arch-meanie Sikai-oh's stronghold. Expect plenty of ninja action, boss-battling, and, er, mechanical spiders.

Best Feature: The levels are bigger than a sumo wrestler's jock strap, so there'll be more baddie-blaming than you could ever wish for. Although, admittedly, that might not be very much considering how fast this type of game usually plays...

Bottom Line: It's a ninja-themed 3D gun game. And we don't reckon the world's ready for one of those yet.

ANTICIPATION ★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK TBA

ZOE: SECOND RUNNER

Talk about a cliffhanger. There we were all already to batter Anubis into his steel shod slippers when he hits us with a volley of horror and... that's it, game over. It was one of the most unfair endings we've encountered in a game, with the only solace being that perhaps, just perhaps, Hideo Kojima was planning a sequel. And, hey, here it is. Surprised? Nope, neither were we.

The Idea: It's 2174 and, once again, you play Leo Stenbuck, reluctant pilot of the Orbital Platform Jehuty. As ever, you're out to take on the Barham forces as they attempt to destabilise the solar system. This time, though, poor old Leo's strapped to a life support inside his mecha thanks to a botched mission against the enemy. (One, two, three: ahhhh...)

Best Features: It's early days on the fact front but we've still managed to glean a couple of cool improvements. First up is the inclusion of at least two new enemy units – created by Yoji Shinkawa. One's spider-like, the other is a standard ground trooper and both have got us wanting to beat metal. Then, there's also been some work done on the game's impressive particle effects with both explosions and smoke getting a touch of cel-shaded magic. As for the more organic environments of the Martian surface, they're a welcome change from all the 'let's be careful around town' antics of the original. Plus, we're certain this time that we'll get to scrap with both Neith and Anubis.

Bottom Line: Whether this'll be a departure from the original remains uncertain but, even if it is little more than a change of scene, we'll still be itching to get our hands on it.

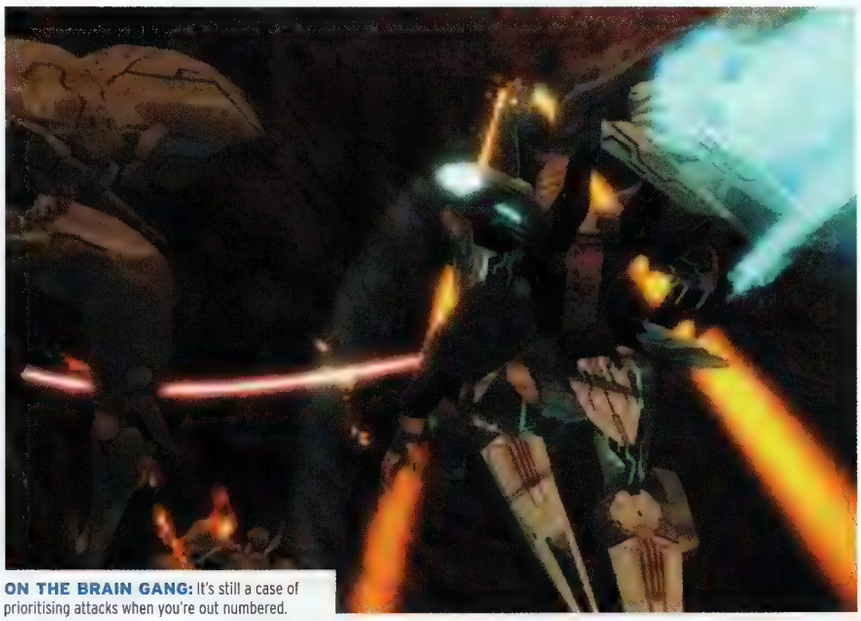
ANTICIPATION ★★★★

SPIDER HOUSE RULES: One of the new unit types in action as it skims along the deck.

AIR FRYER: Jehuty's multiple attacks still result in soul shaking detonations that strobe the screen.

LOOK-A ME MARS: The Martian location means that the landscape's much more organic.

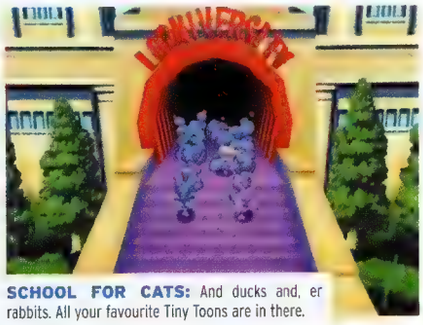
IN DE-NILE: Anubis is back, heading up the Barham forces and causing trouble for Leo.



ON THE BRAIN GANG: It's still a case of prioritising attacks when you're out numbered.

LEARN BABY LEARN: Instant education in how to run, jump and flatten your fellow students.

LOCKER GLOOM: Here you have to dodge puddles and spring loaded boxing gloves. Hmmm...



SCHOOL FOR CATS: And ducks and, er rabbits. All your favourite Tiny Toons are in there.

EXPECTED UK MAY

TINY TOON ADVENTURE

It's been a long time since this lot commanded any major ratings on UK TV, but that's never stopped a publisher jumping on a potentially lucrative licensing deal, now has it? The intriguing thing about this is that the developers behind-the-scenes are Treasure – makers of the nipple tweaking weirdness that was *Freak Out*.

The Idea: It's a one to four-player team race where you have to navigate a series of obstacles against the clock and, in doing so, wrestle the planet Gold Star from clutches of the ever evil Montanna Max. In addition to the repeated 'crawling into the screen' action, there's also a pure fight mode - much like that in Virgin's *Barbarians* – where toasting your fellow toons is the beginning and end of any depth to gameplay. Stretch all this over eight differently themed worlds, make the whole thing MultiTap 2 compatible and there you go... instant hit.

Bottom Line: Treasure have impressed us before, but this all looks a touch repetitive, dull and half-arsed for our liking. That said, anyone who remembers watching Buster, Babs and Plucky on the Saturday-Morning Show might get nostalgic enough to give this a passing look.

ANTICIPATION ★

EXPECTED UK JULY

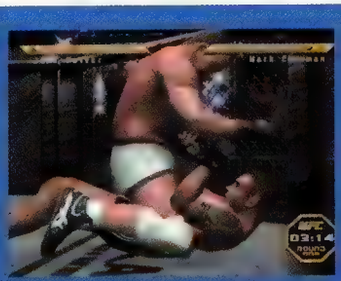
EJAY CLUBWORLD

The Idea: More bells and whistles from the PC kings of dance software. This time, they've gone all international, globe-style menu screens with each club picked out and all featuring a different type of dance music. The result? A chance to create choons in styles such as hip-hop, ambient and drum 'n' bass.

Best Features: There's a neat Jam section, where up to four people get to assign different sounds to the buttons on their keypads then cook up the mixes in real time. Addictive stuff.

Bottom Line: Keeps basic dance track creation, erm, basic. If it doesn't quite push the *MTV Music Generator* envelope, it at least pokes a postcard into the corners.

ANTICIPATION ★★★



EXPECTED UK SEPTEMBER

UFC THROWDOWN

The Idea: Sweaty lunks with necks thicker than Jordan's cleavage swat and squirm it out in the ring, doing their vein-popping utmost to make the opposition bat a hand of submission on the canvas. S'no-holds barred scrapping, innit? Whaddaya expect – a Nobel Prize winning thesis?

Best Features: Bruce Buffer, the rabble-rousing announcer. Cheesier than one of those giant charity cheque photographs. Oh, and being able to repeatedly punching someone in the face when they're down.

Bottom Line: Fans of this noble and historic sport will already be prodding unseemly bulges into their spandex leotards; the rest of the gaming world will remain stonily unmoved.

ANTICIPATION ★★★

EXPECTED UK JULY

THE LEGEND OF ALON D'AR

The Idea: An evil lord regains his former strength. Bad things start happening in the hero's village. People reveal dark talents... More of the usual tosh you'd expect from anything where the obligatory Dagger of Braunflugger raises its bejeweled . Think *Dark Cloud*, then leech all the goodness out, leaving a calcified, crumbly bone of a game.

Best Features: Certainly not the ten hour cut-scene that kicks things off. Or the irritating combat system. Or the weary plot. Or... actually, the control system's not that bad, if that helps.

Bottom Line: Shambolic, only for the desperate and one of those games where everyone talks like He-Man. See *Dark Chronicle* on pg 127 instead.

ANTICIPATION ★

EXPECTED UK JULY

PAC-MAN FEVER

The Idea: At the dawn of gaming, a title appeared in which a jaundiced sphere scoffed fruit in a maze patrolled by ghosts. A host of bastard offspring spewed out over the next 20 years. The year is now 2002, and Namco are again trying to reinvent the wheel after their recent 3D version, *Pac-Man World 2*.

Best features: None. It's a board game which, in a desperate bid to widen its appeal, includes other characters from the Namco stable. There's absolutely nothing even approaching 'good' about any of the games we've seen.

Bottom Line: Eat too much fruit and you'll end up squeezing out formless yellow squits. Looks like Namco have got to the fruit bowl before us all.

ANTICIPATION ★

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EA's motorcross mentalists hit the track – we review the freeks, the bikes and the pant-knotting stunts.

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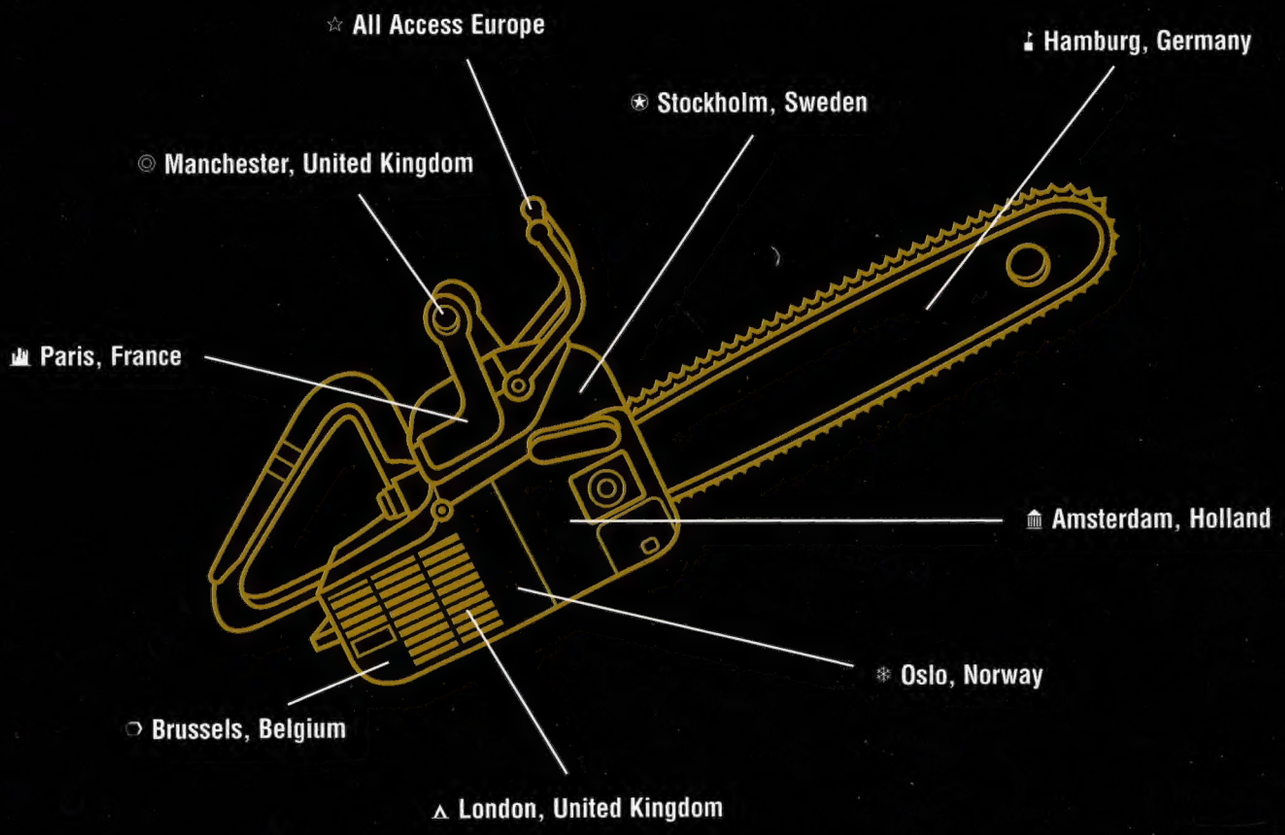

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